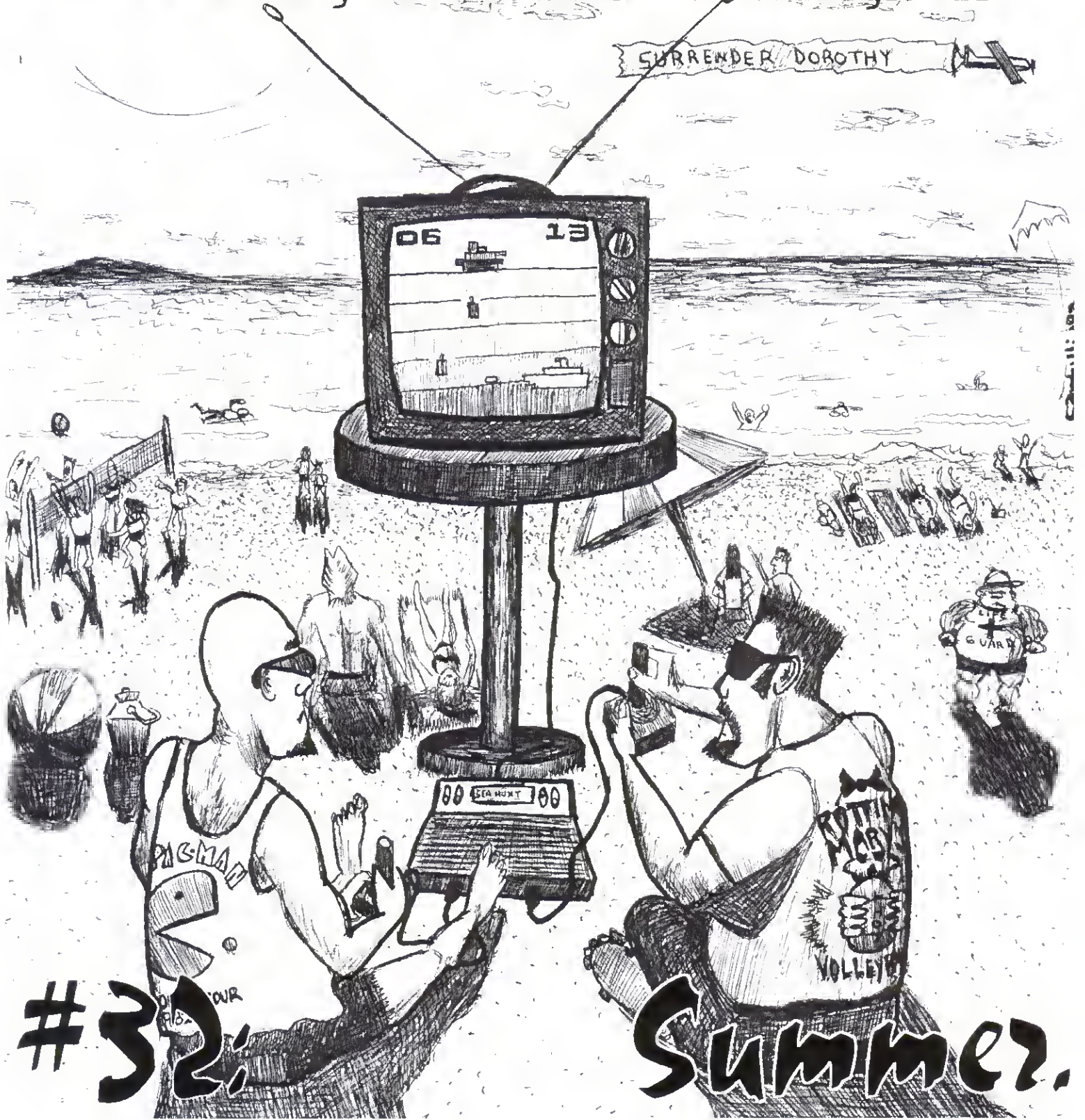


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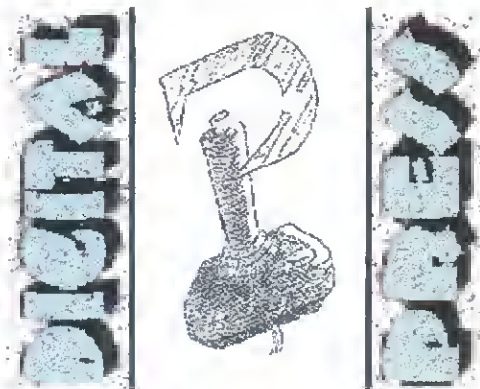
THE Bio-degradable Source for Videogamers

SURRENDER DOROTHY



#32

Summer.



DIGITAL PRESS #32 JUN/JUL 1997

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The SUMMER of my discontent.

EDITOR'S BLURB by Joe Santulli

I wasn't sure this day would ever come.

After the tragic loss of my best friend and Digital Press co-founder Kevin Olenicz to a heart attack in mid-November, I was pretty sure Digital Press was gone for good. Those of you who knew us well and shared five years of pure gaming bliss and thirty one issues chronicling it all also knew that Kevin and I were gaming buddies since elementary school - ever since there WERE electronic games. That partnership seemed impossible to carry on alone.

This summer has really emphasized what Kevin meant to me. If I had a dime for every gorgeously sunny afternoon spent in a dimly lit room playing video games together, I'd have five hundred and sixty eight dollars and ninety cents. Between trash talk there was much discussion about "our next issue". Sadly, all of that is over.

What I foolishly overlooked was that DP has become more of a family than a two-man show. What started as two guys looking to share their gaming glory quickly became an army of voracious video soldiers with plenty of ammo to bring to the war. On this incredible journey I've met writers, designers, collectors, xenophobes, infidels, dealers, stealers, hermits, traders, artists, and kindred spirits. In most cases we're a combination of these things, but at the heart of each of us I find the same desires. That heart is what Digital Press is all about. It took a little kick in the ass to make me see that. Thanks to the cards, letters, and Email from readers everywhere, I'm proud to announce we're finally back in black and white.

Long after the internet rush and the countless conversions of fanzines to "web only", I was still saying that I'd rather read about this stuff on paper - over dinner or during a commercial - than dig for it on the net. Fun stuff gets lost on the web. No matter how many people know about your site or how to get there, there's still something "missing" in the connection of people. I tried somewhat half-heartedly I'll admit, to make Digital Press an interesting place to stop while surfing the web. But the spirit of it is lost among countless prettier sites, and "pretty" completely misses the point here. I'd go so far as to say we're more about NOT being pretty. The internet never really felt like home to me, nor I suspect, to most of you reading this.

I guarantee you'll see more of what we're all about in these wonderfully tasty thin strips of wood, bound by a really nasty piece of metal hidden underneath a worm-through postage stamp. Nothing but black and white between uneven margins on cheaply produced and impossibly creased parchment. Ah, splendour!

The power is back on here at DP headquarters. I'm glad to be gaming with all of you once again!

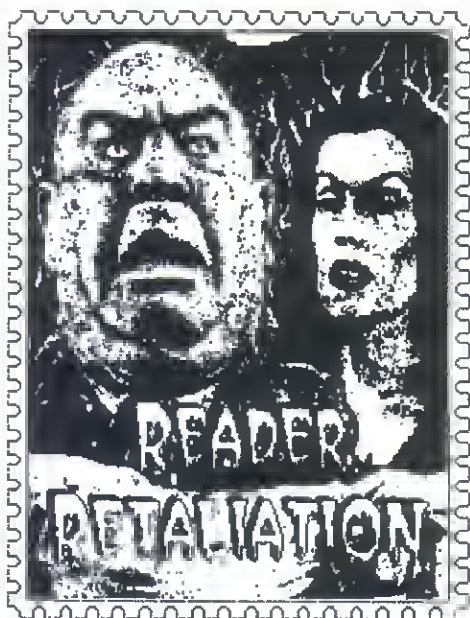
On The Cover

On the Beach Again
Artwork by Joe Santulli

I may occasionally emerge from the Room of Doom at 44 Hunter, but I'll never go far from gaming. Now that they make sunblock in SPF numbers up to three digits, I guess it's safe to venture out. It's only the way the sun FEELS now that I don't like. Give me the warmth of a cathode ray tube anyway.

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KEVIN O.

Dear Joe and everyone at DP,
I've thought about what I wanted to write to all of you in this letter over and over again, and I can't seem to make it gel in a fairly coherent manner without just getting it down on paper, so with that disclaimer out of the way, I will now attempt to say just exactly what it is that is on my mind, all the while rambling like a loon.

First of all, as with the rest of the DP readership out there, I must say that the letter you guys were forced to send out (announcing the death of Kevin Oleniacz) was the last thing in the world I ever expected to be reading. I am positive that I was among the many who exclaimed something to the effect of "Jeezus fucking christ!", while wonder what the hell stuff like this abysmal tragedy happens for in the first place. My jaw was on the ground, my mind reeled at the conceptualization, and my heart broke for you and Kevin's family and friends.

While I never met Kevin or any of you guys out there in DP-land, I nonetheless felt, and still feel, that there is a strong kinship between us. Am I alone? No, absolutely not, as I am sure you are all aware and have been for many years. It's that feeling that we are all very similar - and that undoubtedly comes from the common interests, in this case, our passion for video games, that brought us together initially. However, as a semi-longtime reader of DP, the bond which began out of gaming-crazed bozos sharing thoughts and ideas grew and flourished, and we, the readers, got a much larger look at what makes all of you tick.

We became friends.

Often, gaming was merely a springboard of an excuse to chat a few times a month or so, and while it was always at the core of nearly any discussion, the things you wrote about and we responded to involved much more. Unlike the fabled "pro" mags out there which more often than not print correspondence like "MK is the coolest, freshest, dopest game in the universe dudes, and it rules, too!", DP always offered - whether intentionally or not - a look into the souls of its readership. We could palpably sense Tony Bueno's obsessive love of Mr. Do!, we laughed at your wacky dealings with Werner Bleys, and we saw a lot of the truth in stuff that everyone brought to the table, from Russ Perry Jr. to Sean Kelly. I guess the point I'm trying to make is that I am among the many who feel like I "know" you guys and gals, and given that the bonding took place via good ol' fashioned snail mail through DP, the result is nothing short of miraculous.

Essentially I would like to convey the following. While I cannot possibly claim to know exactly what you or Kevin's other friends and family are experiencing, I do have a general idea of how everyone must be feeling, both from my own experiences with life and death and from what I know about all of you. For what it is worth, I feel the loss as well, the loss of a friend that I never even had the chance to meet in person. The loss of a fellow compatriot who was among the relative few of us that feel so passionately about some of the more mundane things in life, i.e. video games. The loss of a life.

Again, I know that I am not the only reader who feels as hurt as the rest of you, and I am sure that others may be able to state their feelings more eloquently than I. The other point I want to bring up, however, is that you must not give up. Perhaps I am merely finding a use for all of the cliches that go along with incidents like this one, but it really seems to me that by accepting Kevin as the heart of DP, you must realize that by keeping DP alive, Kevin remains alive even if only in spirit. I have never really thought about what people meant when they make remarks like that one, but it now seems to make sense.

Again, I don't know precisely what to say or how to say it, but even though I became friends with all of you vicariously through DP's bi-monthly escapades, I feel like I've met everyone, have hung out with you all around some mythical couch enjoying round after round of gaming on some intangible afternoon.

I can honestly say that even if I did have internet access, I would still prefer to receive that actual, physical copy of DP in my mailbox. When computers first



Digital Press Classic Videogames Collector's Guide, 4th Edition

WHAT'S THERE:

200 pages of listings and information for all of our favorite cartridge-based systems, long forgotten by contemporary publications but long-cherished by gamers: Atari 2600, 5200 and 7800, Intellivision, ColecoVision, and AdventureVision.

Arcadia 2001, Astrocade, Vectrex, Studio II, Odyssey II, Sega Master System and Turbografx-16.

WHAT'S NEW:

- * 3.01 thru 3.07 additions are all here, "Addendums" as printed in Digital Press.
- * Brand new Collector's Connection, over twice the size of the last Guide.
- * Hundreds of product additions, corrections, and updates.
- * New section for AdventureVision.
- * New section for RCA Studio II.
- * New section for Sega Master System.
- * New section for Turbografx-16 and PC Engine.
- * Trivia section.
- * Copyright dates have been added in some areas to help chronology buffs.
- * PsychOphile entries provide the editor's capsulized views on hundreds of games.
- * Magazine ratings of the games have been included where applicable.
- * The scarceOmeter tells you how hard each game is to come by.
- * Editor's choice indicators for game players: editor's favorites!
- * Un-smiley faces indicate non-entertaining titles: editor's choice: don't get on my case!

WHERE TO GET IT:

Only here. Send us \$15, made out to Joe Santulli. Don't be the last on your block to have one!

came of age, "everyone" thought that books would become obsolete. They didn't. Why? They still serve a purpose. As far as the printed form of DP goes, I would still get a rush upon seeing the new issue hiding among the dark recesses of my mailbox each time it arrived. Maybe it's just me. 'Course, maybe not.

I have come to realize that there are few truly "good" things in the world, and DP and your crew is certainly one of them. True friends are few and far between, yet it seems that through your humble mag, more came together in one place than in many others combined.

PS A brief disclaimer: I am not some vampiric creature who sits in front of the TV all day long playing Atari **Superman** and **Mortal Kombat** with a drool cup fastened to his chin, fearing the sunlight. I am a "normal" college grad searching for that perfect job, that perfect girl, and would rather play basketball or football outside than on my Sega. Life has its ups and downs and I often spend most of each day running around like a maniac between stores, the bank, post office, and God forbid, home for a couple of hours. Like all of you, I'm also a gaming nut, a movie nut, and a nut in general, but we are what we would refer to as a "good" type of crazy.

Dave Giarrusso
Phoenix, AZ

Dave,

Your letter was exactly the kind of "kick in the ass" I needed to get back on track again. A personal philosophy of mine is to dedicate time to keeping good things going, and I momentarily forgot that. If it were Kevin here instead of me, I'd haunt him from beyond if he ever let the DP project fade away as I nearly did.

Thank you to all of the folks who sent cards and letters expressing sympathy and sharing our grief. I'll always be in debt to you.

Here is where the melancholy ends and the Digital Press you remember returns. Incidentally, I happen to own a drool cup and now I'm beginning to think you and I are not so much alike after all...

RELICS

Joe,

I really enjoyed your column - and hated it at the same time! It reignited in me that spark, that desire for collecting video games that should have remained extinguished until I get my own house. You and I sound very much alike. I am definitely a "Type C," although I'm probably mostly a "Type A." Unfortunately, my

collecting tendencies also extend to CDs, comic books, books, magazines, toys and fast food toys (a totally different category - in fact, I have a couple of books/price guides for Happy Meal toys and McDonald's merchandise). My credit cards are severely close to the limits from all my buying, but it's neat stuff that I have to have.

In my case, my collecting of video games began with the Atari 2600, but I stuck with that system until I got my Commodore 64. Shortly after that purchase, I began writing for my college newspaper and "Commodore Magazine," and my writing career took off. I progressed from the C64 to the C128, the Amiga, a 386 and, finally, the 486 I have owned and used for almost four years (maybe five) and the souped-up Pentium I plan to buy this month. I still have everything I've ever received for those systems and collect anything I think I don't have whenever I run across it. I don't actively search out things to collect because I now take up three rooms in the house, the stairway, part of the hallway, part of the downstairs and a lot of the basement (my last frontier). My parents want my stuff out and don't want me to bring any more of it in. It's tough. So collecting is out right now, but I intend to get the remaining 50 or so (I have 330 or so now) Atari cartridges that I missed when I got my own house. I'd love to visit sometime and ponder over your collection, which must be a lot like mine. I don't have the early video game systems, but like you said in the column, for a few hundred I could have them all.

I must ask you something. Is your wife at all into games? Or is she just very patient? I'm asking because I can never find women into games, something that's a must in my life for any long-term relationships. Plus, it would be very necessary because of the volume of the collection. They must be very rare out there. If she does like the stuff, does she have any sisters? Hahahahaha

I too always wondered where "Atari tapes" came from. I think it originated in people's perception at the time that anything with a "computer" component must have tape. Diskettes were not common then.

My experience with collecting has taken me to a few ad placers, a few video stores (Nintendo 8-bit and 16-bit stuff), Wal-Mart and Acme. In most cases, the boxes are shit, covered with stickers and missing the manuals. I like my packages to be complete - with manual, cartridges, catalog or other promo stuff (Nintendo Power insert, for example, or Atari's wonderful catalogs) and a fairly unbroken box. Still, I'll buy a game if it's cheap enough just to have it and be able to plug

it in. I intend to get clean copies when I can afford it and when I have the space. I'm sure your suggestions will come in handy then.

My prize of my collection next to the Atari 2600 mass is my signed Infocom collection. I have almost every package signed (in the *About the Author* section of the manual). The only ones I'm missing are the ones I sent off to an old guy who co-wrote a couple games. He never sent them back. I suspect he died and only hope that his heirs didn't throw them out. I think he probably lost my address or something. I also have a lot of other games signed (all the **King's Quests**, all the **Wing Commanders**, all the **Ultimas**), so I'm sure you'd like to look through my collection someday too, once it's in a format that's browseable.

Well, I have to go now and get the next issue ready (it's already three days late and Rich is pissed). Thanks for doing another great job. The Atari carts I want most of all are **The Texas Chainsaw Massacre** and **Halloween**. I'm a big horror fan. How hard would they be to find?

Russ Ceccola

Hey Russ,

I recently hosted a few fellow gamers (staffers Sean Kelly, Keita Iida, and John Hardie) on a Friday nite to check out my collection. All of these guys have terrific collections themselves, and it always makes me wonder "what could I possibly have that any other collector hasn't seen?", but am likewise always surprised by the results. It's usually in the presentation of the collection - for example, these guys were impressed with the fact that I had most of my Intellivision games in their original boxes on the shelves. I'm always interested in exchanging visits with nearby collectors... give me a serious invite (you know, with dinner included) and I'm there!

PS DP readers, Russ was the editor of now-defunct web 'zine **ESCAPADE**, for which I wrote a monthly column called "Relics". Russ is involved in other projects now - don't be surprised if you see his name on a high profile video game related publication soon.

A NEW 2600 "FIND"?

Hi Joe,

I want to explain a game I had, tell me if it rings any bells. The game doesn't sound like it is a **Shootin' Gallery** prototype (as I first thought), however its not **Imagic Shooting Gallery** or **Coleco/CBS Carnival** as I have both of those.

About 16 months into my original Atari 260D owning phase, I went down to the game store with my brother and dad to buy a new game. We had wanted *Adventure* (which should give you an idea of the time period), and when we got there it wasn't in stock. However, the shop owner who we knew well said 'Well, I do have two copies of this game that's on limited release, I kept one for myself', and showed us a game called *Shooting Gallery*. He then said 'I doubt if I'll ever be able to get it again as it hasn't been very popular'. The actual game looked like *Air-Sea Battle* but had ducks, birds, and other things instead of planes and helicopters. You controlled a "gun" which could have its angle raised up and down like in *Air Sea Battle*, but also moved left and right. It came packed in an Atari box, red in colour with a picture on the front, just like a regular Atari box. The game was a red-text-on-matte black label. I checked my story with my brother and father, and they both remember it the same way I do, my brother remembers the game well. My father thinks that as well as hearing the shop owner say that it was a limited release, he also remembers hearing him say that it was only being sold in the UK as a "test market". I'd be interested in hearing any thoughts you might have on the above.

Ian Pleasance
London, ENGLAND

Ian,
Look very closely at the picture to the right. "Like" *Air-Sea Battle*, this game has ducks, bunnies, and other things instead of planes and helicopters. You can move left or right as well. This game IS *Air-Sea Battle*. I think you would have remembered that, so I'm thinking your shop had an import, which 90% of the time uses a standard Atari ROM but slaps new titles on the cart and box. I could be wrong here, but my guess is that you played an import version of our beloved Atari classic.



FANED SPEAK

Joe,
What do you want, my first born for the info/link to the Colecovision emulator? I haven't tried it yet (having just finished downloading it moments earlier) but I trust you and your word so I know I won't be disappointed. Second, glad to see you on the web. Perhaps not such a waste of time after all... Third, how come no Russ on the game collectors list? He

to lazy to count his masses? I imagine he could just estimate and blow away the competition by yards. Me? My collection, being as pathetic as it is has requested I decline (it's shy that way). I'm sick of these numbers so I'll end this nonsense by letting you know I got word of your site via your mailing to Russ's list, thank you and thank the infamous one... I'm planning on reading Leonard Herman's book again as not to be completely in the dark and perhaps even be able to hold up at least part of one end of a conversation. I'll be sure to ask Russ why he's not on your list yet. Before I forget, I recall quite vividly the last of the last CES's here in Chicago. I remember all of us fanzine type having a grand ole time, wondering where some of our co-horts (namely you and yer staff) were. No one saw you, despite the many assurances from several members of our troop that yes, you were indeed around SOMEWHERE. So now I ask you plainly: 1) were you indeed there and 2) were you hiding yourself away and/or avoiding us or was luck just not on our side? (you coulda just called me and Scott you know). Anyway, I was just wondering as I would have liked to have met you. Us the motley crew of dorks had much fun debating and discussing and rousing up the good times in general. By the way, I'm not divulging this in an evil attempt to make you regretful, far from it; I just would have liked you to have been part of it. At least you're not

CATCH UP WITH DIGITAL PRESS - BACK ISSUES \$1.50

DP PRIMARY: The first dozen issues of DP plus extras! Neo-Geo: Worth It's Waight?; Atari 7800 Checklist; Worst of Atari 2600; Genesis Golf Side-by-Side; Whither ColecoVision?; ColecoVision Checklist; Family Tree: Shooters; How to Train a Non-Gamer; Genesis Football Side-by-Side; Streets of Rage Strategy; Whatever Happened To...?; Vectrex Checklist; Worst of Intellivision; Videogame Mags Side-by-Side; Atari 2600 Rarities; Life of the Party Videogames; Channel F Checklist; Gamepro TV Review; Scavenger Hunt '92; Weird Games; Summer CES '92; Buyer's Guide to Classic Systems; SNES Golf Side-by-Side; AstroCade Checklist; What If...?; Worst of Genesis; Atari 5200 Checklist; Atari 5200 Vs. ColecoVision Side-by-Side; The Darker Side of Gaming; Odyssey2 Checklist; SuperCharger Review; PsychDpedia; Ups & Downs of '92; Night Trap Solution; Intellivision Checklist; Sequels; DP Style; Atari 2600 Rip-offs; ColecoVision A/V Inputs; New 5200 Prototypes Discovered!; Coleco Adam Feature; DP Interviews Daniel Bass - Intellivision Programmer; Worst of ColecoVision; Best & Worst of SCES '93; DragonStomper Adventurer's Guide; DP Interviews Rsy Kaestner - Intellivision Programmer; Scavenger Hunt

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#29: LOST: TV Boy Review; Video Game Jukeboxes; ROMpage 32 Bit Wers; 75 Games You Might Have Missed; Classic Sleepers; Guide Addendum 3.07; Why Prices?
#30: BLURB-A-THON: The Game Closet Recreated; Mr. Do! FAQ; Hollywood Looks at Video Games Continued; Interview with John Dondzila - Vectrex programmer; Virtual Boy Flash; Atari: What Went Wrong?; Stuff To Do This Summer.
#31: SUMMER: Play ColecoVision on your PC; Odyssey2/Odyssey3 FAQ; Crypts of Chaos Strategy Guide; Fighting Game comparisons; ROMpage - DP Staff in Turmoil?

Larson who had the chance but was too self involved to notice...

Billy Masters (ex-Porta-Play and Random Access if reminder need be)

Billy,

I was at the last two Summer CES' in Chicago, I swear! While I was there I hooked up with Clint Dyer but I was definitely "seen" by others, Brian Goss was a faned I vividly recall speaking with. You wouldn't think I'd be so easy to miss - great big Satan beard, eye patch, hair sculpted in the shape of a popular west Indies flamingo, breast implants, hammer toe, radiation suit and all.

DP GUIDE MUSINGS

Folks...

Hiya! Received my DP Collector's Guide #4 recently and haven't been able to put it down (been playing with the Krazy Glue 'an' all). As well you can imagine, this reader has comments and so forth.

Under the unreleased cart list is mentioned Combat II. No, I don't have it and none of the catalogs I own show a picture of it but I'm working on that. (I do have catalogs that picture, no description, the MindLink and Graduate, but...) Your entry was nebulous about what happened to the cart. Someone asked _Atari Age_ what was up in volume 2 issue 4 (Nov 83 - Feb 84), to which they said: it seemed like a good idea at the time but "it lost its appeal somewhere between the programming lab and the marketplace," further explaining that the program **DOES** exist in partially-completed form but was killed ("shelved" was their word) because they were going to put out Battlezone and since Pac-Man was the new pack-in cart, "there didn't seem to be much need for an updated

version of Combat." Lame-ass excuse if you ask me, but then again the VGR also lists the NR 3-D Asteroids which would also fit in the Good Idea Gone Bye-Bye category. This is the same issue of _AA_ that has a screenshot of 2600 Choplifter, TW.

And speaking of _AA_, I'm the cat who put together an index of the contents of the two-year 11-issue run of the magazine (and yes, I did buy Crazy Climber from them!). Request file ATARIAGE.TXT if you see fit to include it in future price guides or your magazine.

I went scavaging through the Guide looking for a little info on some stuff I've purchased or have pending in auctions overseas, but did not find all I was seeking. To wit: Undeniably Tuby Bird is Dolphin with a bitmap change but no mention was made of what this was (octopus to eagle, waves to diamonds, dolphin to bird; the bird one catches at the top to turn the tables is the same though...). Astro War and its alter-egos is unique; call it a horizontal version of Astroblast if you must (which is more accurate than comparing it to Space Jockey I suppose) but it's an excellent game. I did find a little info on what I have coming from Europe, Pac-Kong, namely that you and yours didn't like it. Hookay, I'll take that as an opinion, given that you did *not* put a flag next to 7800 Ballblazer, a cart which justifies the purchase of a 7800 IMHO... :)

Brian Hammack
Tacoma, WA

Brian,
Your observations have been noted.
I'd like to know what you LIKE about Pac-Kong, though - besides possibly the title - it's one flicker-fest I'd prefer not to play.

ONE MORE MUSING

Hi, Joe,

Just got my DP Guide #4. I'm still enjoying it, and will continue to enjoy it for a long time. I was very pleased to see the scarcity ratings of 1-10. I thought that 1-5 would have been too few. The down side of the scarcity rating is that I have a feeling that the people who approached you to professionally publish the guide wanted prices. They wanted to produce the "Scott's Standard Catalog" or "Rocky Mountain Comics Guide" for the new hobby of videogame collecting. That means prices. And, unfortunately, if they want to push the issue, they will probably find somebody more willing to compromise their pursuit of the hobby to get that professionally-produced book distributed. Of course, I also understand the motivation that a professional publisher would have to list prices. In addition to providing a guide to dealers selling used games, the price listing also has a STRONG appeal to people who may not collect video games, but have an old Atari 2600 in the attic, and wonder what that weird little cartridge they bought from the dog food company might be worth...

In closing, let me reiterate: the DP Guide is a real piece of work. You and the DP staff should be proud of its breadth and completeness. I know that I will spend many more hours enjoying its contents, then many MANY more afterward using it as a reference. And, of course, I look forward to that Super-charger CD being included in DP Guide #5. Ever considered producing a version of the DP Guide for CD-ROM?

Dan Skelton
Antique Videogame Aficionado

Dan,
As a matter of fact...

Questions? Answers? Denials?
Referrals? Bring 'Em On!
Email: digitpress@aol.com



Think you're a classic gaming guru?
Play the Mystery Game Contest each month on the web, and win the DP Collector's Guide!



Digital Press 6

Psychophile

In the land of Digital Press, no game is ever too old to play again. We frequently revisit the classics and I personally enjoy relating my findings to "cutting edge" and "classic" gamers alike. PsychOphile is this game-lover's capsulized summary of a handful of these old games. Thematic as usual, I call this batch:

CLASSICS TO COOL OFF WITH THIS SUMMER

Air-Sea Battle (Atari/Atari 2600) – What better way to cool off this summer than to lay waste to some of the military's finest war machines? Forget "Speed II" – Air-Sea Battle features ships blasting at planes, planes bombing ships, and even a few ducks and bunnies. Everything but Sandra Bullock in this action-packed classic! [Gr: 3, So: 3, Ga: 8, Ov: 7]

Alpine Skiing! (Magnavox/Odyssey2) – The early skiing titles all had something in common. They suck. There is very little difference between playing Magnavox's skiing game and having your own toes lopped off in an industrial accident. Both leave you wanting more. Blocky graphics and practically non-existent sound make matters worse. [Gr: 2, So: 3, Ga: 4, Ov: 3]

[Gr: 8, So: 6, Ga: 8, Ov: 8]

Deep Blue (Pack-In-Video/Turbografx-16) – At first glance this game looks like a video aquarium, but waitaminit... those fish are shooting at each other! Yes, it's another shooter for the Turbografx-16 with a strange twist that's too strange to fit right here. Suffice to say that the twist isn't twisty enough to make you ignore its many flaws. The most glaring of which is that there are just too many enemy hits that are impossible to avoid. I'm quick, baby, I'm quick! But even I can't beat those crazy fish! . [Gr: 7, So: 7, Ga: 3, Ov: 3]

Fishing Derby (Activision/Atari 2600) – You can pretty much capture all of the thrills of real fishing in about five minutes with this game. Actually, real fishing rarely has such gut-wrenching excitement. Here you have a race against time, hungry sharks, and no messy worms. This is one of those games that never gets boring, and it was one of the first "third party" games ever created, making Activision a household name among Atari VCS owners. [Gr: 7, So: 2, Ga: 8, Ov: 7]



Antarctic Adventure among the greatest classics ever.

10, So: 9, Ga: 8, Ov: 9]

Antarctic Adventure (Coleco/ColecoVision) – One of the "sleepers" of the 1980's, AA was programmed by the wizards at Konami and squished into a ColecoVision ROM. It's essentially a one-player racing game – get your penguin to the end of the track before time runs out. The best graphics this system ever saw and a quality (albeit repetitive) soundtrack make this a top ten for the ColecoVision. [Gr:



Frostbite: chillingly difficult.

Frostbite (Activision/Atari 2600) – Activision's Q*bert/Frogger hybrid really doesn't do anything but make both genres a little more frustrating. It's hard enough getting the damn cubes all the right color, but here they move around, and as time ticks down you are also plagued by wayward gulls and crabs. A little too

much room for error for my gaming tastes. [Gr: 7, So: 6, Ga: 5, Ov: 5]

Atlantis (Imagic/Atari 2600, Intellivision, Odyssey2) – It's no wonder the Atlantean race is extinct. They had the crappiest weapons on the planet! I mean, how are you supposed to defend a major city from a massive air assault with just three guns? And where, pray tell, was Namor the Sub-Mariner, when all of this was going on? Gamers, think of Atlantis as a poor-man's Missile Command and you've got all the info you need. The Intellivision version sports some nifty extras, like night stages and a larger play area. Atari/O2 versions: [Gr: 8, So: 7, Ga: 5, Ov: 6], Intellivision version: [Gr: 8, So: 7, Ga: 7, Ov: 7]

Dark Chambers (Atari/Atari 2600, 7800) – What I had initially thought was a Marilyn Chambers movie filmed at night actually turned out to be a rather good Gauntlet clone (or is Gauntlet a Dark Chambers clone?). Top-down dungeon exploration with plenty of action and two-player simultaneous mode for Atari 7800 owners. If you liked "Deep Throat", you'll love this game.

Hit The Ice (Taito/Turbografx-16) – A game that will remind Atari 7800 Basketbrawl owners of, well, Atari 7800 Basketbrawl. Except that it's hockey. Not so much a sport as a reason to smash someone's face in with a stick, there's a few good laughs and some pretty smooth action but not much for real hockey fans. [Gr: 8, So: 8, Ga: 6, Ov: 7]

Ice Hockey (Activision/Atari 2600) – Here's one way to increase the scoring in a hockey game: make it two on two! Actually, this is a pretty decent game, although its relation to hockey is spurious at best. Sports games do not age gracefully in this hobby, but this one manages to spark some competitive fires

where I come from. [Gr: 5, So: 4, Ga: 6, Ov: 6]

Ice Trek (Imagic/Intellivision) - Guide yer viking across the frozen tundra, construct a bridge made of ice, then melt away the evil ice fortress. Sounds like fun, don't it? It is. You can even chop down defenseless caribou (at the risk of being shot by a divine spirit). Three games in one, all unique. [Gr: 8, So: 9, Ga: 7, Ov: 8]

Kool-Aid Man (M Network/Atari 2600) - A pretty decent "original" game from M Network, very much unlike the dull Intellivision game with the same title. Keep the thirsties from sucking up your reservoir of Kool Aid by bouncing them off the playfield. Every once in awhile a powder packet appears and you can become Kool Aid Man. Hey Kool Aid! How 'bout some "spiked" punch?! [Gr: 7, So: 4, Ga: 6, Ov: 6]

Kool-Aid Man (Mattel/Intellivision) - Sluggish game that probably made someone a lot of money but made most of us gamers just scratch our heads. The goal is to run around a house mostly just trying to get the hell away from the bad guy, occasionally turning the tables by invoking the mighty powers of Kool Aid Man. Hey Kool Aid! Gimme back my money! [Gr: 7, So: 6, Ga: 3, Ov: 4]

Marine Wars (Konami/Atari 2600) - Guide your little ship (or is that a lily pad?) through hostile waters laden with enemy PT boats (or are those ducks?), Destroyers (or are those crocodiles?), and Bomber planes (or are those bats?). I'm thinking this game could have been called Swamp Wars and no one would have known the difference. Space Invaders derivative minus the pinpoint control you need in a game like that. [Gr: 7, So: 6, Ga: 4, Ov: 5]



Mogul Maniac, or "Here Comes a Bunch of Water Towers"

[Gr: 4, So: 4, Ga: 5, Ov: 4]

Mountain Madness: Super Pro Skiing (INTV/Intellivision) - Taking the already pretty good US Ski Team Skiing a great big step further, this (as well as most INTV offerings) may very well still be the best skiing game ever made. In the 80's, not many designers considered the "design your own game" concept, but this one has it. You can even play on a random course, a feature that improves the longevity of a game. Even today's designers haven't figured that out yet. [Gr: 8, So: 7, Ga: 10, Ov: 9]

Polar Rescue (GCE/Vectrex) - It's a submarine game viewed from inside the submarine. You've got your basic navigating through dangerous mine-filled waters, and you've got your hostile enemy submarine. Finish them off and dock and you're off to the next stage. Decent game can get a little tiresome, it would have been nice if you were tracked down by ships above where you could "lay silent, lay low". [Gr: 8, So: 7, Ga: 7, Ov: 7]



The cold reality of sub sea battle in Polar Rescue.

and alligators. Every once in awhile you can rescue a drowning swimmer - or, just pass them up because you need to get to the beer at the end of the course. Just kidding about the beer. I made that up so I wouldn't feel so guilty about letting all those swimmers drown like that. . [Gr: 8, So: 6, Ga: 9, Ov: 8]

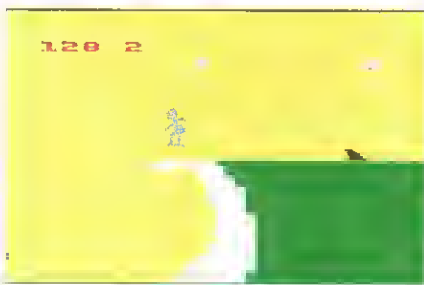
Sea Battle (Mattel/Intellivision) - An Intellivision classic, unfortunately no good unless you have someone to play with. Oh sure, you can play against the "other player" even though he's not manning his control... that'll show him! Blammo! Got your Destroyer with another mine! Ha! Didn't you see that coming!? Part strategy, part action, and much more intense than a game of Street Fighter II. [Gr: 6, So: 8, Ga: 8, Ov: 7]

Seaquest (Activision/Atari 2600) - Fast paced but uninspired game where you have to rescue divers from the depths of a deadly ocean. Sharks and enemy subs will try to smash you, and no surprises wait around every corner. You won't be amazed by the fact that the game simply speeds up as you get better. I was never a big fan of Spielberg's "Seaquest DSV", but I'll bet it wasn't inspired by this game. [Gr: 7, So: 7, Ga: 4, Ov: 5]

Sewer Sam (Interphase/ColecoVision, Intellivision) - It seems like "enemy submarines" pretty much make an appearance in every video game ever dealing with oceanside action, but I did not expect a game called Sewer Sam to have "enemy submarines". This plodding game can be fun if you stick with it, but a slightly faster pace would have tremendously improved its value. I also have a problem with any game that has enemies that paralyze you. Just F*%#KING KILL me, already... don't make me have to wait for it to happen! Original concept just misses. [Gr: 8, So: 7, Ga: 6, Ov: 6]

Skiing (Activision/Atari 2600) - One of the earliest Activision games, you won't be impressed but if you play it you won't be disappointed either. It's one of those games that makes you want to top your last "best time". Decent graphics and the speed is just right. Except for the Intellivision offerings, this is the best of the classic skiing lot. [Gr: 7, So: 5, Ga: 7, Ov: 7]

Surfer's Paradise (Video Gems/Atari 2600) - Import title featuring two stages: first, keep your board as close to the edge of the wave as possible, avoiding a shark. Second, when the shark gets you or you get too far from the edge of the wave, avoid deadly jellyfish and negotiate a maze to get back to your board. Well, it wouldn't have won any awards in the U.S., but it WAS the only surfing game released for the Atari 2600 - if you



Surfer's Paradise: Look ma, no surf-board... er, uh oh.

don't include the surf stunt sequence in California Games, that is. [Gr: 8, So: 5, Ga: 5, Ov: 6]

Swordquest: Waterworld (Atari/Atari 2600) - Play Swordquest: Earthworld and Swordquest: Fireworld, and draw your own logical conclusion. The only redeeming feature of Waterworld is that it's a collector's item. The

action sequences are a bit easier than the first two installments, but still pretty frustrating, dammit. [Gr: 8, So: 7, Ga: 4, Ov: 5]

Tapper (Sega/Atari 2600/ColecoVision) - Since I started drinking beer at the age of 9, I have a pretty good appreciation of the main character in this game. Seriously, this is one of the most enjoyable video games ever produced. It's fast-paced, you have to make quick decisions (not the same thing), and the graphics and sound are truly charming. The "beer" theme (it was Budweiser in the arcades) was replaced by "root beer", although the drink of choice appears to be Mountain Dew. That's video games for ya - always hiding the truth from the kids. [Gr:

10, So: 9, Ga: 10, Ov: 10]

Water Ski (Froggo/Atari 7800) - This game takes some serious coordination! You have to control the boat speed and the skier at the other end. Jumps, hazards, excellent graphics... wait a minute, did you say a company named "Froggo" produced this? Easily their best offering, and one of the coolest games for the Atari 7800. [Gr: 9, So: 7, Ga: 8, Ov: 9]

White Water (Imagic/Intellivision) - How can anyone NOT like a game that has an angry river God? This often overlooked game never disappoints, it's tough to control the little raft as it spins and bumps its way down the river, but it's worth learning. I still get a sick feeling in the pit of my stomach when a little man falls out of that little raft and gets sucked down into the whirlpools. Gulp. [Gr: 8, So: 9, Ga: 7, Ov: 7]

Winter Games (Epyx/Atari 2600, 7800) - Well-produced for both systems, with outstanding graphics on the 7800 and a surprising SEVEN different events for the Atari 2600. My favorite is the ski-jump, where you see your little man in a "picture in picture" screen that shows him really doing some strange things when he crashes. The other events: ski stunts, slalom, bobsled, luge, speed skate, and cross-country are a mixture of hits and misses, but the package together is more than enough to make this a top ten for most. [Gr: 10, So: 9, Ga: 9, Ov: 9]

Catching up with DIGITAL PRESS: Summer Profiles



1) your name.
John Hardie

2) where you were born.
Flushing, NY. 1/19/66

3) the system you're playing most right now.
Atari 8-bit

4) the games you're playing the most right now.
Platform classics

5) any game you want everyone to know about - good or bad - and why.
Gremlins for the 5200. Great game that isn't hampered by the 5200 sticks.

6) what you ate for dinner last nite.
Mexican. Fajitas, etc.

7) what song would be playing if you were entering the ring of a championship fight.
"Lay Down Your Arms" by Asia.

8) how you would spend your millions after you won.
Setting up the ultimate Atari shrine.

I'd like to use this first column to say introduce myself to the DP readers and also to say that I hope I can provide some information that you might find interesting or useful in the coming

months. Stick with me for a moment as I recount my humble beginnings as a fanatical Atari collector.

It all started when I was a little tyke and got my first 2600 for Christmas. Countless hours were spent honing my skills in preparation for the endless marathon tournaments my cousin and I would engage in. We eagerly awaited our birthdays and Christmas and the next new batch of carts. We even tried to up the importance of other holidays such as Easter to try and wrangle a new cart or two. Seemingly endless sessions of Defender and Ms. Pac-Man were the mainstay of many sleep-overs. Hell, I even fought it out in Atari's 1981 International Asteroids Tournament. I didn't fair too well, but I do have a pair of Atari wristbands around here somewhere.

A couple of years later, when Atari introduced the 5200 Supersystem, guess who had to have one? I found a sucker to buy my 2600 and all the carts for roughly \$100 which I put towards my 5200. By this time my cousin was losing interest in videogames altogether and I was basically on my own with my hobby. I amassed about a dozen carts for the 5200 but the damn joysticks quickly diminished any enjoyment I had with the system. Around this same time, I met up with a friend who had an Atari 800 computer and a huge collection of software. I was quickly convinced that this was the way to go. All I had to do was buy the computer and he would give me all the games I wanted for free. These games looked identical to the 5200 versions, plus I could easily put five or

six on each side of a disk. This was heaven.

I got hold of an Atari computer catalog and immediately decided that I would buy the newest and best Atari computer ever; the 1450XLD. After hearing that the 1450XLD would never see the light of day, I took \$1000 of my student loan money and bought the Atari 800XL. The money went quick and I ended up with the 800XL, 1050 disk drive, Commodore 1702 monitor, a joystick, and a box of disks (\$30 for 10). The games were flowing and I was learning to program, and the 5200 was long forgotten.

My 800XL and I joined the Air Force in 1985 and after technical school, we settled down in San Antonio, TX. for a few years. In 1987 I joined, and became the vice-president of, the local computer user's group; the Alamo Area Atari Users Association. I started doing Atari computer repairs for the members of the group and hooked up with the local Atari dealer, doing his service work. One day, while reading the letters section of Antic magazine (an 8-bit computer mag), I happened upon a letter from a gentleman inquiring about a 1090XL Expansion Box that Atari never produced. This, coupled with my memories of the ill-fated 1450XLD, set something off inside of me. I had to have a 1090XL. Soon, I was obsessed with vaporware and started calling around, tracking down unreleased prototypes and other rarities.

In 1989, I left the Air Force and went to work full-time, doing computer upgrades and repairs for the local Atari store, Atari-ville. Floyd Blunk, the

owner, was a shrewd businessman and often went on trips throughout the country buying up Atari items for sale in his store. Atari-ville was strictly an Atari computer store until one day Floyd stumbled upon a pile of 2600/5200 game carts. Unfortunately, my collecting habits hadn't spread to the game consoles yet, because I passed up hundreds of brand new, boxed Springer, Espial, and Mystique games. I must have had a few brain cells alive in my head because I had the sense to get one each of the Mystique games. I missed out on Springer, Espial, and God knows what else. What is particularly disturbing about these memories is remembering that shelf space was a premium to Floyd. This meant that he opened each box, threw the loose cart into a big box, threw the instructions into another big box, and threw the game boxes in the garbage. I actually felt physical pain a year later when I moved back to New York and got the "Anything Atari" collecting bug, remembering all

the sealed carts I saw being ravaged.

From that point on, I've been feverishly collecting anything having to do with Atari. Over the past seven years, I've collected various Atari goodies and have written for a few mags, most notably, Atari Classics and Atari Explorer On-line. And now for Digital Press. This is the first time I've written about stuff other than Atari computers, so I hope I'll keep you entertained and interested and please, feel free to let me know if I don't.

Before I go, I'd like to let everyone know my views on some aspects of collecting as a hobby. First off, I'm exhausted having to read zillions of auction posts on the internet. People have gotten way out of hand auctioning off carts that I would throw in the garbage (meaning ridiculously common crap). The ideal auction, I believe, should be about 10 to 20 decent carts or items. It drives me nuts to see a huge auction of "RARE" carts with

over 300 items and most of it is junk. Part of this problem is due to the rarity listing that most people seem to use. When I see the word "RARE", I expect to see Rubik's Cube not Plaque Attack. I could go further on the rarity listing but that would be a column in itself.

The last item I want to touch on is the subject of prototypes. There has been much controversy over whether or not prototypes are legit or whether they are fakes. All I can tell you in this matter is to only buy from a reputable dealer. There are a few reliable sources out there. Basically, you have to know who you're dealing with. Some of these people have become almost experts at authenticating prototypes and I know for a fact that one person in particular has access to several former Atari employees that supply him with their old proto stuff. You know the story, "Buyer Beware", etc. That's all for now. See ya next time.



1) your name
Keita Iida (no middle name)

2) where you were born
Kobe, Japan

3) the system you're playing most right now
Nintendo 64

4) the games you're playing the most right now
Starfox 64 (Nintendo/Nintendo 64)
Powerful Pro Baseball 4 (Konami/Nintendo 64)
Macross Digital Machine VF-X (Bandai/Playstation)

NBA Shoot Out 97 (SCE/Playstation)
Iron Soldier 2 (Telegames/Jaguar CD)

5) any game you want everyone to know about - good or bad - and why
Space Dungeon (Atari/5200)
Perhaps the most unheralded of the excellent 5200 arcade adaptations, and worth having a 5200 just for this game.

6) what you ate for dinner last nite
Yakitori (Japanese-style Shish-kabob)

7) what song would be playing if you were entering the ring of a championship fight
The theme song from The Legend of Zelda: A

Link to the Past (SNES).

8) how you would spend your millions after you won.

Purchase Atari Corp. from JTS and purchase Atari Games from Williams (thereby reuniting the two Ataris), have Nolan Bushnell be the chairman, contract Alan Alda to be the spokesperson, hire John Mathieson to develop a new game console (named the VCS 2000), and offer gobs of cash to Jeff Minter, Doug Neubauer, John Romero, Shigeru Miyamoto, David Perry and Yu Suzuki, and have them program "killer apps" for the system.



1) your name.
William Mark Terry-- call me "Mark". Only my estranged brother calls me "Bill".

2) where you were born.
Wareham, MA. Not much in the way of gaming. At least not in 1964.

3) the system you're playing most right now.
Mainly "Playstation" but the SNES doesn't get much cool off time.

4) the games you're playing the most right now.

"True Pinball" I think that the table "Vikings" kicks. "Yarf"

5) any game you want everyone to know about - good or bad - and why.
"Tomb Raiders". If you have a Playstation and have not grabbed this one you are missing out. The game starts slow as far as the action is concerned but the both action and puzzle solving put even seasoned gamers to the test. And Lara is not bad to look at.

6) what you ate for dinner last nite.
Lasagna. My favorite. I got to pick 'cause it was my birthday.

7) what song would be playing if you were

entering the ring of a championship fight.

"A man I'll never be" by Boston on the "Don't Look Back" album (album?). I have a glass jaw worse than "Gabby Jay".

8) how you would spend your millions after you won.

That's easy. Buy a bigger house with a BIG room and then search the world over to stack it with current, but mostly classic, arcade games. This house would also be located near a major theme park with lots of roller coasters. I would also try to buy a spot on "Space Ghost- Coast to Coast". I would like to have Zorak's job. This is fantasy, right?



1) your name.
Scott Steven Stone (Easy initial entry) :)

2) where you were born.
Burlington, Vermont (Mary Fletcher Hospital)

3) the system you're playing most right now.

Sony Playstation

4) the games you're playing the most right now.
Namco Museum - Volume #2

Beyond the Beyond
Tobal #1

5) any game you want everyone to know about - good or bad - and why.
Mappy! Even after some 15 years, I can still play that game without hesitation. The game still has it's charm. I mean, aren't mice dressed in small blue police uniforms adorable?? Of course they are! Give it a try on the Namco Museum #2 (BLATANT PLUG!)

6) what you ate for dinner last nite.
Meatloaf & Mashed Potatoes (with gravy, of course)

7) what song would be playing if you were entering the ring of a championship fight.
Queen - "I WANT IT ALL!"

8) how you would spend your millions after you won.

I would make sure my family and friends are "well" taken care of. A few dozen Classic Arcade Games probably wouldn't hurt either....



1) your name.
Jeff Cooper.

2) where you were born.
Born Manchester, CT. Currently resides in Stillwater, OK

In an effort to bridge this issue of DP with the last one, I answered last summer's "personal" questions. (Is that a lame excuse or what?)

LAST THREE MUSIC CDs (OR TAPES) YOU PURCHASED

Wallflowers-Bringing Down the Horse, Bruce Springsteen-Ghost of Tom Joad, Jackson Browne-Looking East. I also like the Doors' L.A. Woman, a favorite of my two-year-old son.

LAST THREE MOVIES YOU ENJOYED

I don't get to go to the theater all that often so I'll list off some of my all-time favorites; 1) Ghostbusters 2) Ed Wood 3) Nixon 4) The Purple Rose of Cairo 5) Trading Places. I've also enjoyed most of the Star Wars/Star Trek movies.

LAST THREE BOOKS/MAGS YOU READ

1) Rush Limbaugh is a Big Fat Idiot; 2) Pacmania; 3) A bunch of history books too boring for most normal people.

WHAT YOU ATE FOR DINNER LAST NIGHT

You want the truth? You can't handle the truth! Last night I had Ginger Ale and unsalted soda crackers. Stomach/intestinal flu. Or maybe it was the beers the night before . . . or maybe that burger was bad . . .

YOUR FAVORITE VIDEO GAME CHARACTER

Is the cursor in Missile Command a character, in the sense that it's you, the player? Hell with it. I'll choose the Pac-Man family.

THE SINGLE GAME YOU BELIEVE YOU'VE LOGGED THE MOST TIME WITH

My stand-up (arcade) Missile Command. Nothing else comes close.

THE THREE GREATEST TV SHOWS OF ALL TIME

1) Pac-Man Cartoon show (heh heh, just kidding). Let's start over.

1) All in the Family 2) The Simpsons 3) CBS News/Sportscenter (be)

GINGER, MARYANN, or MRS. HOWELL

Why's Gilligan left off the list?



1) your name.
Sean Michael Kelly

2) where you were born.
Youghal, Ireland

3) the system you're playing most right now.
IBM PC actually

4) the games you're playing the most right

now.
Quake & Red Alert

5) any game you want everyone to know about - good or bad - and why.
Tough question...can't really think of an answer off the top of my head.

6) what you ate for dinner last nite.
It was Sunday which is "fend for yourself" night around here. I ate a little of this and a lot of that.

;))

7) what song would be playing if you were entering the ring of a championship fight.

More than a Feeling by Boston.

8) how you would spend your millions after you won.

Lakefront property, fishing boat, and three diet Dr. Pepper's.



1) your name.
Joseph C. Santulli, and to prove my worth as editor (and that I'm much more clever than the other guys) I'm going to respond to each question twice. It will

be up to you to decide which one is the "real" answer.

My other name is Rex Mexicali, purveyor of justice.

2) where you were born.

The mysteries surrounding my alleged "birth" are still under investigation.

The other possible answer is Pompton Plains, NJ.

3) the system you're playing most right now.
It's been Playstation all the way.

But it's a really close tie with my Etch-a-Sketch, which I secretly believe pioneered the electronic gaming age.

4) the games you're playing the most right now.

I don't really like games.

Alternative answer:

Vandal-Hearts (Playstation)

Starfox 64 (N64)

Ssssnake (Atari 2600)

Triple Play '98 (Playstation)

Alternative answer to Ssssnake: Bomberman '94

(PC Engine)

5) any game you want everyone to know about - good or bad - and why.
I want everyone to know about a game called Hammer Toe. In this game, you play "Hammer", and your goal is to construct a top secret military base using only your (deformed) feet. I played a beta of this one and it kicks ass! Should be out for the Playstation and Saturn really soon.

Another game I might tell people about is Crater-maze for the Turbografx-16. It's a Pac-Man meets Lode Runner meets Bomberman kind of game, and I've yet to meet someone who doesn't like it though few will list it as a favorite.

6) what you ate for dinner last nite.
Scallops on the half shell with cajun rice.

It may also have been Spam, with Spam, Spam, Spam, Spam, Spam, bacon and Spam.

7) what song would be playing if you were entering the ring of a championship fight.
I would have the entire works of J.S. Bach played throughout the arena. And I wouldn't start fighting until it was over. That would really get me "pumped".

Otherwise, "Firestarter" by The Prodigy would be OK.

8) how you would spend your millions after you won.

I would take Liz away from the squalor that is Pompton Lakes to a greater place... a place like Wanaque, for example. There we would build a new empire for Digital Press - perhaps a domed

city where classic gamers aren't shunned from society but rather welcomed into it as family. It would always be cool and dark like my basement (excellent gaming conditions) and you could eat anything you wanted, like Mallow-Mars, Crunch N Munch, bacon and Spam. Our publishing empire would be allowed to grow despite sagging sales - a new fanzine for Odyssey2 players! Another for fans of the Microvision handheld system! Weekly issues would pour forth from our overstuffed newsroom. Game companies would try to "peek inside" only to have those same eyes poked confidently from the other side. Together this society would multiply (you, know, like by having sex) and our super-intellectual children with incredible eye-hand coordination would someday burst from the domed world and conquer the rest of the planet! Amidst the rubble and ash we would plant our flag: Digital Press...

That, or I'd buy a new set of pabo furniture.



Bring the kids out to watch Rotting Marys Volleyball on Tuesday nights at the Barnyard Inn in Totowa NJ. Featuring Joe S as "the shortest guy on the team".

ROMPAGE!

FEATURING
SEAN KELLY

Addiction? You Decide.

Hey gang! I've had more comments on my "Chronicles of a Classic Addict" column than any other so we're going to explore a classic addict from the opposite end of the spectrum in an even more light-hearted fashion.

When we stopped spying on you, the classic addict, the last time you had just become "addicted" to searching for classic games. Little did you know that we never actually stopped following you around. We've had an eye in every bush and an ear to every wall for quite some time now and have even taken quite a liking to you - not to mention your wife, but we'll save THAT for another issue.

Your collection has grown considerably and we're proud of what you've been able to accomplish in such a short amount of time in a more and more difficult hobby. Our last count had you right around 500 titles for the 2600 with sporadic completions among the other easier to find classic systems - nice find on that 5200 Meteorites by the way! The 2600 is still your favorite as that was what you had as a kid, but carts you need are becoming pretty scarce anymore.

Much of this stuff has come with a fairly hefty pricetag. So hefty in fact, that Belinda (that's his wife's name for the folks at home) has had to be kept in the dark as to what you paid or where you got the money on several occasions huh? She just doesn't understand does she? Yeah yeah....we've noticed her pulling up a chair to get her ass whipped at Centipede from time to time (you could show a LITTLE mercy ya know!), but for the most part she despises your collection. Lemme peruse some of our tapes (yes we have tapes) for some of the comments she's made: "You went to the flea market YESTERDAY! Do you really need to go again today??"

"Why don't you sell some of that stuff and make a little money BACK?"



Somewhat unrelated side-note: This is the "cover that almost was" Digital Press #32.

Shortly after announcing our return to paper, a professional computer artist named Michael Thomasson requested to do the next issue's cover. I gave Michael the concept used in our last issue (man underground playing despite sunny conditions) but didn't show him the actual cover. I went with my own artwork, but wanted to show you his fine creation...

"Where are you getting all the money for these games?"

"Will you get off the internet already - you have to get up in the morning!"

"Will you stop bringing home all that scummy JUNK already?!"

These are just a small sample of our library of comments, but it's pretty obvious that she's not real happy with what's come as a result of your addiction to classic collecting. Your lame bull-shit responses we won't get into here to save you the embarrassment.

Well, you've been pretty proud of your collection until lately haven't you? This lack of any new additions is getting pretty disheartening and you're starting to actually get annoyed with the hobby nowadays. Sneaking off the job at lunchtime to the thrifts around your work aren't netting you anything cool anymore. The fleas are dead just like they are everywhere else. You're "exclusive hot-spots" have gone cold of late and you're getting damn frustrated. Even on the Internet you can't find much you need and those that you do see are getting so damn expensive that you can't even snake the money past the wife!

Did this stop you in your quest? Not by a longshot! You decided to search for "alternate sources" that others probably hadn't thought of. Used record shops was your first brainstorm wasn't it? Not such a bad idea we thought and you proved when you found that Starpath Rabbit Transit thrown in with a buch of loose cassette tapes. We noticed you even came home once with several cartridges from one of these places! Impressive, but nothing you didn't already have. "Trade bait" es you called it, but that box is getting awful full isn't it? A lot of stuff to trade but nobody with anything you need to trade it for.

Some other avenues you decided to explore include the ad in that magazine. Did you really think you'd find many people with classic games in Hustler? I Yeah we know you thought you might score an X-Man or a Playaround title or two, but was it worth all those disgusting letters you got?? No finds on that route, but here again, those little "free ad" cards at all the grocery stores within 30 miles of your house did fairly well for you didn't they? You netted five carts you needed including that elusive Miner 2049'er volume II - VERY COOL!

Here you sit again and it's been four months now since you've found even a single cart you needed. You have boxes and boxes of stuff for trade but you are still insisting on holding on to it for something in trade instead of selling it outright. You're more desperate than ever and you start picking up label variations - something you vowed not to get into. Your collection is

growing in size but not content but you are pacified with the minor thrills you can scrounge by finding the likes of **61 Basic Math**.

Your "trade only" box has gotten out of hand and you decide to thin it out a little by selling some of it off - an excellent idea we thought! The first "Classic Addict's Auction" is born on the net in rec.games.video.classic. In trying to be tactical about it, you watch all the auctions running and look for your chance to jump in and start yours. You wait...and wait...and wait some more until you finally get fed up with the fact that there's NEVER an opening and start yours anyway.

Not bad....that \$60 bid on your extra **Stargunner** came in handy didn't it? Overall you did quite well in your auction and slipping the wife a few bucks out of the money was a slick move. That oughta keep her off your back for a little while. Unfortunately you didn't score a single cart you needed in any of the trade offers you received in the auction!

A few more months have passed and you are still new cartless. Those label variations aren't doing it for you anymore and you're starting to feel pretty disgusted with the hobby overall. Either some of these people bidding against you in the auctions on the net are friggin' RICH or even more desperate than you are. The bidding has gone completely berzerk and you can't compete at all. You've run out of ideas as to new places to search, and as has been the case for seemingly ever, your regular stomping grounds are cleaned out. You start pondering your options.....

"Self: Have you noticed that this hobby has been causing us more aggravation than anything else these days?

"Self: Yes I have thank you very much. What do you think we should do about it?"

"Self: I've been exploring some ideas and about the best thing I think we can do is move on to something else about now. We've done all we can with this hobby so I'm thinking we should just sell it all off and start collecting something else now."

"Self: Well that seems like kind of a drastic solution in my opinion, but I can't deny the same thought has crossed my half of our mind more than once."

"Self: All along we've been figuring that the value of this stuff should remain at least constant for quite some time so if we sold off our collection we could probably do quite well!"

"Self: Yeah I agree. Maybe we could sell off all our games and get that motorcycle we've been dreaming about?"

"Self: Dude!! Great idea. Let's do it!!!!"

"WAIT A MINUTE!!!!!!", the Digital Press guys secretly hiding out under your house bust in to this conversation going on inside your head. Didn't think we could read minds did ya?

"Where the hell did you guys come from?!?!?" as you frantically reach for the phonebook to look up the number to 9-1-1...

"We've been listening in on your discussion and have a few things for you to think about. First of all, why did you get into collecting in the first place? In case you've forgotten after all this time it was basically a nostalgia trip. Hey...that's cool but you got carried away. Do you really NEED to have a **Magicard**? All the damn thing is is a lousy way to program the 2600! You don't get to play it or anything. What about that **River Patrol** you've offered your first born (with a side order of fries) in trade for? The game sucks by most people's accounts! Did you ever have it? Did you even know it existed when you were a kid? Of course you didn't so lighten up on that one. We can go right down your want list and scratch off probably 90% of what's on it as a lousy game, not worth the money it's fetching, or something you really shouldn't care about having for whatever reason."

"Yeah but", you rudely attempt to interrupt.

"Hey shut your face man - we're not done talking!", as you clam-up immediately and cower in the corner.

"This is a H-O-B-B-Y and does not need to be an obsession! You collect videoGAMES not priceless oil paintings. You do not have unlimited funds (you should demand a raise at work by the way) and even if you did, you never intended to build some type of shroud to videogaming in your basement did you? If your collection gets to a point where people would be driving from thousands of miles around to see it, great! If not, so be it. You haven't done so bad for yourself as it is." We pause to munch on some of your leftover pizza from last night.

"By all means if you've lost interest in the hobby or need the cash you could get for your collection for something else, sell it off. What we hate to see is people getting fed-up just because their collection can't be top banana. Although friendly competition is cool, it's really not a contest and winning or losing the "race" doesn't get you a prize or a sharp stick in the eye. The purpose of virtually any hobby is relaxation and fun. Try to keep that in mind in the future."

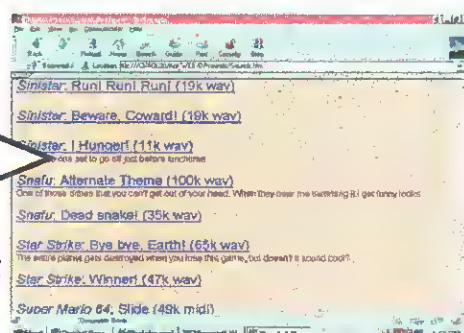
"We're sorry...." both of your selves say with your head bowed.

The point I've tried to get across surrounded in some fairly heavy absurdity is the fact that too many people take this collecting stuff WAY too seriously. There's absolutely nothing

(Continued on page 22)



Check out the
SOUND BYTE
ARCHIVES for clips
from your
favorite
games, suitable
for Windows event
association and E-Z
listening!



The Wacky World of AIL

Madison Avenue & Video Games

by Al Backiel

Nothing it seems, can stem the tide of advertising. Ads and promotions show up everywhere. You rent a movie from a video store. Pop it into your VCR. Don't expect the movie to start right away. You will be subjected to coming attractions of every movie that the studio has out on video tape. Not to mention the pitches for the sound track, action figures or whatever. Finally you are relieved to get to "Now for our feature presentation".

Advertising has been in video games since the early days. One of the first products plugged was Kool Aid. The smiley face pitcher was used to promote **Kool-Aid Man** which was released on the 2600 and Intellivision. This may possibly have been an exclusive offer from General Foods initially. Ralston-Purina came out with **Chase The Chuckwagon** for the 2600. Chuckwagon Dog Food had the mail-in coupon for the game. Johnson & Johnson offered a game called **Tooth Protectors** (2600) as a mail-in offer for a short time via the Sunday newspaper coupons. The game is actually pretty cute. The instructions plug dental floss, toothbrushes and mouthwash.

The prototype of **Polo** (2600) has shown up. There was supposedly a tie-in with Ralph Lauren's Polo Men's Cologne. Coca-Cola never officially released **Coke Wins**. This game was a **Space Invaders** clone in which the aliens were substituted with rows of the word PEPSI. McDonald's had contracted with Parker Bros, for a game which hasn't turned up so far. It was supposed to be 2 games in one. For youngsters or older players.

Spot is the mascot of 7-Up Soda. The inspiration for Spot was the orange graphic dot on their logo. They added arms and legs and gave him a face and a pair of shades and presto they had their cartoon character. Spot has appeared on several systems (Game Boy/Genesis/NES) in games like **Cool Spot**,

Spot Goes To Hollywood, **Spot The Game**, **Spot: The Cool Adventure**, **Spot, Spot II The Quest For Cool**.

Another cool cat is **Chester Cheetah** the property of Cheetos. One of my junk food favorites. Chester has appeared in a few Genesis/NES/SNES games — **Chester Cheetah**, and **Chester Cheetah WWQ**. Coleco had a big success with their **Cabbage Patch Kids** dolls. There were 2 spin-off games for Colecovision : **CPK : Adventures In The Park** (good) and **CPK : Picture Show** (no good).

So much for the obvious. **Tapper** was originally a bar video

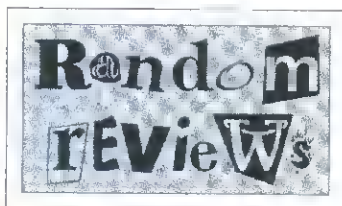


game in which the bartender would slide the mugs of beer across the bar to the patrons. Since this would not be suitable for minors, the beer was changed to various non-alcoholic beverages. In the 2600, it became **Mountain Dew**. The Coleco version opted for the more generic **Root Beer Tapper**. Sports Illustrated has endorsed **Wall Ball** on the 2600 and **SI Football** and **Baseball** on the SNES.

From here on the advertising is more subliminal and could be seen mostly in sports games. For example, the scoreboard in a ballpark. The sideboard in a hockey arena. The markings on a race car. The billboards in a driving game. One can argue that this is only for the purpose of authenticity, because that's what it looks like in real life. I become suspicious when they are different. I'm not really complaining because maybe it will keep the costs down. I seem to remember years ago, Pepsi paid for an internal ad. I think it was in a basketball game. There was a minor to-do about that then. So long as things don't get out of hand. I only wish someone would do something about junk Email and junk faxes!

- AL





Donkey Kong 3

Nintendo NES

Nintendo

Arcade



Joe Santulli's
somewhat de-
ranged perspec-
tive

Element	Joe	Liz
Graphics	8	9
Sound	7	7
Gameplay	5	6
Overall	6	6



Multi-Player, Same
Time

Decent
Game Ending

Variable Skill Levels

Data Save Features

Hidden
Stuff

Non-Linear Game-
play

Of the many incarnations of Donkey Kong and his little friend Mario, probably the least admired in the series is Donkey Kong 3, which was a short-lived arcade game prior to making an appearance on the Nintendo 8-bit system. There are reasons for its unpopularity, and they're pretty obvious.

For one thing, *Mario is Missing* (that quote later to be made into yet another game in the series). There's some new guy here, his name is Stanley. We don't know much about Stanley, he seems a bit out of place. He's obviously not a plumber, nor does he have any connection to the Mario family. If this were the Godfather series, the Stanley family is the family that gets a horse's head in its bed, courtesy of the Mario family. Stanley appears to have moved in on some of Mario's work, you see. His job is to blast Donkey Kong back into the forest (he's hanging on two vines a little reminiscent of Donkey Kong 2). Donkey Kong retaliates by rattling the nests of several unhappy insects. The insects think Stanley is responsible. I guess that's why he's Stanley.

Stanley isn't defenseless, however. He can jump like Mario, and he has a little spray gun that works pretty well on the

pesky insects. Most of them die after one shot, some of them take two. There are also slow moving snakes that look more like worms, but I've never seen a worm climb down a tree so I have to believe they're snakes after all. Then again, I've never seen a snake climb down a tree either so maybe they're not snakes either. I HAVE seen squirrels climb down trees now and again, but I think I know the difference between a snake and a squirrel! Hmm, now what was I talking about? Oh yeah. The game.

There are three different rounds, although the first and second are nearly identical. You die if you are hit by any of these creatures, the shots they sometimes fire at you, allow Donkey Kong to reach the bottom of the vine, get hit with a coconut thrown by Donkey Kong (old trick), or allow the bees to make off with the flowers at the bottom of the screen (which they head for if they miss you). You have to guard those flowers, much like protecting the bases in *Missile Command* - but you can get much better scores if you let the bees take off with the flowers and then blast them when they think they're in the clear. It all sounds like a lot to do, but after playing a little while seems like much less than either of

the two prior Donkey Kong game experiences.

On the positive side, the game looks great. It has the classic look of the Nintendo characters, lots of colors, and things moving in all directions at all times. There isn't a trace of flicker, and although I spent very minimal time with the arcade version, this translation seems pretty much all there. This is a product of 1986, a time when Nintendo was very much in command of quality. It shows. Unfortunately, the game is about as much fun as being beat over the head with a sack of onions. The jumping is awkward, and the goal sucks. Where's the beautiful girl? Where's the glory? Where the HELL is Mario?

I'm usually a big fan of games that were flops in the arcade and perfect translations for home consoles (see my many ColecoVision reviews of the past), but I can't get into DK3. Apparently I'm not alone, and even Nintendo knows that. Stanley, the bees, and the snake that could be a worm but is probably a squirrel haven't been seen since (I'm not counting *DK Country* where every possible creature in the jungle community is represented). Rest in peace, Stanley. Rest in peace.

Wish List

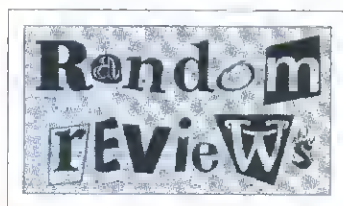
Making a shooter out of a Donkey Kong was just not a good idea. The first thing I would do to improve DK3 II would be to get rid of the shooting. Take out the bees by jumping on them, in classic Mario tradition. Have the screen scroll upwards as Mario pursues DK up the vines.

Beating It

Always wait for the bad guys to take off with your goods, then blast 'em. Think of this game the way you would *Galaxian* - don't waste your time hitting half-point targets.

Deja Vu

This is definitely an original, despite its roots. The game play has not been duplicated prior to or since (I think that's a good thing) its release.



Exodus

Genesis

Wisdom Tree

Puzzle/Action



Divine Intervention courtesy of Jeff Cooper

Element	Joe	Jeff
Graphics	7	7
Sound	?	?
Gameplay	6	5
Overall	6	7

X

Multi-Player, Same Time

Decent Game Ending

Variable Skill Levels

X

Data Save Features

Hidden Stuff

Non-Linear Gameplay

What's this? A Bible game for the Genesis? I made sense of this by concluding that the brethren at Wisdom Tree sought to express their appreciation for the name that Sega chose for its 16-bit system. But the instructions say that another version (which I have never seen) appeared for the SNES, too, so that shoots down my theory. In any event, I've finally convinced Joe that Digital Press has gone too far in upholding the wall of separation between Church and Silicon; 1 Cor. 18-24 can be interpreted to mean that it's high time for a little video catechism.

Let me start out by noting that **Exodus** for the Genesis is almost exactly like the NES rendition, save for the slightly improved graphics. The game is sort of an action puzzler that borrows a little in its play and its appearance from titles like **Boulder Dash**, **Solomon's Key**, **Gauntlet**, and even **Dig Dug**.

You are Moses and you face a screen filled with various squares and icons. Some of the squares are marked with an M for Manna, and you must collect all of the Manna squares to advance. Standing in your way are other squares that must be blasted out by a tap of the A button (which enables Moses to fire or "Speak

the Word of God"), and ones that can be moved, and ones that cannot be eliminated and so must be circumnavigated. As you blast through the obstacles you reveal and pick up question mark icons, power ups, and so on, and there are a number of villains to contest with as well.

After you pick up all the Manna and five question marks, you advance to the quiz screen, where you face multiple choice questions on the book of Exodus. For each one that you get right, you win a Bible; ten Bibles earn you an extra Moses. Every so often you get a "reward scene"—a graphic rendition of some scene from Exodus! As you can imagine, these are far more rewarding than the scenes in **Bubble Bath Babes**. All together, there are 100 puzzle/mazes in **Exodus**, and while I didn't clear them all, I can say that some offer a bit of challenge.

Actually this game was a little better than I expected. There's little original here and the graphics are on par with a good NES game (meaning the graphics in the THIS version kinda stink), but the gameplay and the control are okay. As an educational tool, this might be a bit disappointing to the Ned Flanders crowd. I didn't exactly feel spiritually refreshed

after playing; in fact, after a couple minutes of blasting bricks and dropping boulders on soldiers, I didn't know I was playing a "religious" game at all. Most of the questions I encountered on **Exodus** required more rote memorization of fact than understanding of principles. There are a few corkers in the instructions. For example, some of the squares are called "Weaknesses of Man," and we learn that these weaknesses "cannot be eliminated" but they "can be pushed." Damn right.

Considering all the emphasis on the Spoken Word of God, there sure as hell (oops) isn't much to say about sound. My cartridge didn't have any, even though I bought it new in the box. I suppose I could tape the music off the NES version or just play a tape of my church choir. In all, I value this more as a collector's item than as a game, though the Wisdom Tree carts aren't terribly uncommon (at least for the NES) in the Bible Belt and I doubt they will ever be as sought-after as the religion-based carts for the Atari 2600.

Wish List

There's a certain board game mentality to this game that could have been eliminated with better animation.

The Exodus intermissions are fine but it certainly would have been more entertaining with animation.

Yep, more animation would have helped.

DP Guide

Wisdom Tree games are more rare than most for the NES. Pick them up whenever you can - they are "unlicensed" titles that were not released in Nintendo-overseen retail stores.

Deja Vu

Looks similar to games like *Boulder Dash*, *Solomon's Key*, and *Dig Dug*, but plays a whole lot too much like some of Wisdom Tree's other game, *Joshua*.



Q*Bert's Qubes

ColecoVision

Coleco

Arcade



Who else but Jeff Cooper?

Element	Joe	Jeff
Graphics	7	8
Sound	5	6
Gameplay	7	8
Overall	7	8



Multi-Player, Same Time

Decent Game Ending

Variable Skill Levels

Data Save Features

Hidden Stuff

Non-Linear Gameplay

Most rare games suck. This isn't all that surprising; many rare games were manufactured by fly-by-night companies during the "crash" of '83 and '84. In light of the crash, and since their games weren't popular (because they sucked), these companies produced small quantities of their product. Some rarities, however, play very well. As a collector, it's interesting that rare games generally aren't worth anything "extra" because they are simultaneously scarce and really fun. If they were, **Q*Bert's Qubes** would command even more of a premium.

QQ is one of the better sequels around for the classic systems. It captures much of the spirit of its enormously popular predecessor, offers some similar characters, and yet complicates the play mechanic enough so you feel that you aren't just playing a rehash of the same game. Like **Q*Bert**, you find yourself hopping from cube to cube, changing colors. Unlike **Q*Bert**, **QQ** allows you to rotate or "tumble" the cubes, and

you score by aligning surfaces rather than by simply changing the color of the entire pyramid. As you might expect, a new cast of baddies attempts to thwart **Q*Bert** from completing his mission, including Meltniks, Purple Ball, and Rat-a-tat-tat. The latter is the "Coily" of this game; he hatches out of Purple Ball and follows you around until you dispose of him by luring him onto a tumbling cube.

Chances are that if you like **Q*Bert**, but find it a bit repetitious, you'll appreciate **Q*Bert's Qubes**. The graphics and play mechanics are solid throughout. Nevertheless, I have to point out that neither the **QQ** arcade game nor the home version ever achieved mega-hit status, and I doubt they would have even if there had been no crash. Maybe people were just burned out on **Q*Bert**. Or maybe the attraction of the original **Q*Bert** rested its originality and simplicity. These are areas in which **QQ** comes up far short of **Q*Bert**, and they are areas in which, by their very

nature, nearly all sequels fall short in comparison to the games that inspired them. **Frogger**, **Pac-Man**, **Centipede**, **Berzerk**, and **Q*Bert** - these were all examples of original and simple games, and out of these I think only **Pac-Man** was followed by a sequel that was more popular (at least in the long run) than the original.

Make no mistake about it, **Q*Bert's Qubes** gets a thumbs up. But in terms of **Q*Bert** sequels, my favorite is **Q*Bert 3** for the SNES. That game sticks a little closer to the original **Q*Bert**, but offers wild graphics and dozens of challenging pyramids to clear.

Wish List

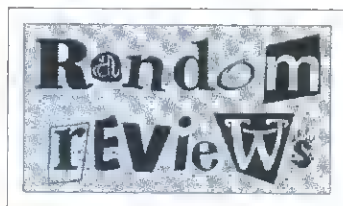
It was high time to make **Q*Bert** a two-player simultaneous game (didn't anyone learn anything from Imagic's wonderful *Quick Step*?), but nay. This game gets repetitious, much like its predecessor. Power-ups, hidden levels, and score bonuses would have been welcome additions.

DP Guide

Q*Bert's Qubes is rated a "7" on the scarce-o-meter. It's hard to find on the Atari 2600 too (an "8"). Snatch it up if you can, or expect to pay \$50 or more.



Digital Press 11



Super Bomberman 2

Super NES

Hudson

Action



An "explosive" review (tee hee) by Joe Santulli

Element	Joe	Ltz
Graphics	7	7
Sound	6	7
Gameplay	10	10
Overall	10	9



Multi-Player, Same Time

Decent Game Ending

Variable Skill Levels



Data Save Features

Hidden Stuff

Non-Linear Gameplay

One of the many philosophies I live by is the self-imposed belief that your life is only as happy as your ability not to fuck yourself over. Everyone gets stuck with situations that they have no control over. Death. Unemployment. Psychos. And unless you're very lucky - good or bad - you're probably going to be dealt about the same amount as everyone else. So if you take away these "common denominators", you're left with the situations that you DO have control over. Survive them, and you're into the bonus rounds of life. But move the wrong way, and you're Bomberman. Surrounded by walls with high explosives at your feet.

On a more tangible level (sorry, kids!), I also believe that your ability as a video gamer is directly proportional to your ability to survive in Bomberman. I'm not talking about the first time you play, or even the tenth time. Video gaming isn't an instinct. After an hour or so, you'll know. I've seen veteran players pick up the game and deal with its chaos as if it were everyday business, and I've seen non-gamers do the same. Figure out the controls, learn the power-ups, and what you have left is one of the purest forms of gaming and crisis management you'll ever get your hands on.

Oh, about the game. There really aren't many games that I can say have changed my feelings about "what a good game should be". And even fewer of those are sequels. The original Bomberman appeared on the Turbografx-16 in 1992 and I thought it was a terrible looking game. I recall seeing large groups gather around at the Summer Consumer Electronics Show, playing on a giant screen and wondering what the fuss was about. The characters are squat little robot-people with barely any animation. The playfield is exactly the length and width of the screen, so what you see is

what you get. It seemed as if a renegade Atari 2600 programmer had joined the ranks of Hudson Soft and whipped up this "throwback" to put some food on his table. It is times like this that I realize that I can be a real horse's ass. You would think after playing these things as long as I have been that I wouldn't automatically associate high-tech with high quality. A lesson learned.

1994: the Turbografx-16 is all but a memory for most gamers, who have moved on to the Sega Genesis and Super Nintendo systems. Fortunately, the legacy of one of the best TG-16 memories lives on. Hudson Soft releases Super Bomberman 2. They had figured out many of the faults of the original by this time, having released Bomberman '93 for the Turbografx-16, Bomberman and Bomberman II for the Nintendo Entertainment System, and the original Super Bomberman for the Super NES. All of the learning from these releases shows in Super Bomberman 2. Let me give you some idea of what it's all about.

SB2 incorporates all of the features of the past games. The best mode always was, and still is, the multi-player Battle Mode. Inside of one screen, four players have to figure out a way to survive explosions at every turn. There are ten different stages to choose from for the battle-field, some of which include revolving doors, conveyor belts, warp tunnels, and other surprises that can really change the outcome of a game. I prefer the simplicity of the solid brick walls, but the options keep even the "one human vs. Three computer players" game fresh at all times. If you don't have three friends to play with, the computer's skill level can be selected. Even so, the jittery computer players are rarely as cunning and never as unpredictable as even the newest of Bomberman players. You also have the option of playing two-on-

two, which introduces cooperative play to the game. Bah! I say. Don't forget those wonderful toys. The power-ups allow you to drop more bombs, increase the size of the explosion, run faster, kick dropped bombs, and even pick them up and lob them over walls... and that's just the beginning. There are also cursed "skull" power-ups that have varying ill effects but can be worked into a good player's strategy because if you touch another player while "infected", you pass the curse on to him. Seeing obstacles as doorways to opportunity. It is the way of SB2.

You'll notice I haven't mentioned anything about the one-player stage-based game, and worry that it's as miserable as previous games in this series. Yes, the Bomberman games past all have this mode which I considered a bonus and not the reason to purchase the games. The original's one-player game was downright dull. It improved a little in Bomberman '93, and in SB2 it's actually quite good. In this huge game, it's you against the "Five Bad Bombers" (translation: five worlds with a boss at the end of each). Most of the elements of battle mode are here but now you can rack up points and kill monsters with your firepower. The screen now scrolls or changes if you pass through a special doorway, making the playfields much larger. There are traps, split-second decisions, and wonderful battle mode-style showdowns with the bosses. In the past I wouldn't even explore this side of the game. In SB2 it's worth the effort.

If you don't already own this game, here's what you need to do. Seek it out. Get a multi-player adaptor for your SNES. Invite three friends over for a night of drinking and Bomberman (you can whisper the "Bomberman" part when you invite them), and let the good times roll.



Vandal-Hearts

Playstation

Konami

RPG



Yes, I have no life
says
reviewer
Joe Santulli

Element	Joe	Liz
Graphics	7	7
Sound	6	7
Gameplay	8	5
Overall	8	6



Multi-Player, Same
Time

Decent
Game Ending

Variable Skill Levels

X

X

Data Save Features

Hidden
Stuff

Non-Linear Game-
play

Vandal-Hearts is one of those games that has to show you how many hours you've been playing. While many gamers like this feature (it makes them feel like the game was "worth it" if X number of hours have been attained), it greatly depresses ME. When I encounter a game like this, I try to look away from the timer, justifying my hours beneath the earth's crust with whatever excuses I can.

"Ah, it was raining most of those hours", I'll think to myself. "The deck can go another year without protection, after all", I'll explain. "My friends will understand my absence", I rationalize. Yes, all of these excuses and many, many more are either spoken out loud or at least thought out very loud while playing games such as these. But most depressing of all is when I see that final tally. Game beaten, hours past. What did I gain? What could I have achieved in that time?

Normally I would wonder, but this time is different. It really WAS raining most of those hours.

Vandal-Hearts follows a different path along the great highway of Role Playing Games. Similar in many ways to Treco's War Song for the Sega Genesis and in fewer ways to the Super Nintendo classic Ogre Battle, this is a strategist's delight. VH is much more like a grand game of chess than it is an RPG. True, you fight

monsters, open chests, advance in skill and money, and make decisions as a fantastic plot unfolds. But nearly all of those hours passed tick away on a gigantic 3-D playfield composed of your guys, their guys, and some space between. Get rid of their guys and you move on.

There are no real surprises beyond that, assuming you've played a RPG before. There are sword-wielding fighters, priests to heal the wounds, magic-users, winged spearmen, ninjas, archers, and monks. Each of them have different abilities and it's up to you to decide how to direct the battle. The bad guys have similar forces, and they're SMART. You won't find many battles where it seems the computer is exploiting your weaknesses.

The strategy elements are vast but the game itself is very simple to learn. For example, a fighter standing on a platform has a better chance of damaging an opponent on a lower tier. Striking an opponent from the side yields better results than striking from the front, but not as good as from the back (heh heh). Surrounding an enemy grants support on an attack that increases the damage inflicted. I also like the fact that wingmen are effective against swordsmen who are effective against bowmen who are effective against wingmen. It's like a grandiose version of "Rock, Paper, Scis-

sors".

You start the game with just three characters but will have a dozen before its all over. They're well-detailed but don't animate very much. The graphic fireworks show in the magic spells, which are at times very dramatic (I love the "Phase Shift", in which the entire screen fills with ancient, spinning runes and "Avalanche", where a huge boulder is built in the sky and comes crashing down in pieces on the target).

The music is OK but I soon found myself playing my CD's and leaving the game volume turned off. Hey, if I'm gonna spend all those hours playing I might as well catch up with the latest sounds! Battle effects are well-done but you can live without them.

At one point in the game, Diego, one of your original characters, says "SHIT!". I just wanted to point that out. It looks really funny just sitting there in a text bubble on the screen.

My biggest gripe with Vandal-Hearts is its shortness. Yes, many hours passed, but still not the kind of hours you'll see fly by while playing games from the Final Fantasy or Phantasy Star series. There is also no sense of exploration, which leads to less game time, which will lead to disappointment to most RPG fans. I can personally live without RPG's, but Vandal-Hearts was an enjoyable TIME.

Wish List

The battle element is great but the RPG element could use some work. For example, characters killed in battle should not be allowed back into the game!

More "hidden" areas and characters are needed. And please - get rid of that damn elapsed time clock!

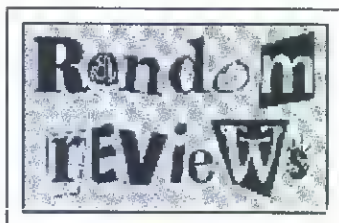
Beating It

Remember to hit airmen with arrows and bowmen with swords. As soon as you get the "Phase Shift" spell use it in every battle, as it covers the most area of any offensive spell.

Bishops are better to have than Monks. You'll have enough swordpower without them.

Deja Vu

A little bit like *Ogre Battle* in looks and concept but much more like *War Song* for the Sega Genesis.



Same great reviews, but with half the calories!

THE CYBER-SHINOBI

Sega, for Master System

Being billed as Shinobi Part 2, **Cyber Shinobi** took the Shinobi name and ran it into the ground. The game features familiar Shinobi-type platform adventures, power-ups in the form of shunken, laser, super grenade, and of course, the familiar Ninjutsu magic. The magic is pretty cool to look at, but the rest of the game needs help. The animation is terrible, response is sluggish, and the graphics and sound are not up to snuff. To make matters worse, the gameplay seems overly difficult. Had Sega made this a little easier towards the beginning of the game, THEN turn up the difficulty, things would have worked out for the better. Luckily, they redeemed themselves with **Shadow Dancer** almost a full year later. - Edward Villalpando

SHADOW DANCER

Sega, for Master System

Sega got it right with this sequel to the **Shinobi** series. **Shadow Dancer** for the Master System gets back into the classic Shinobi heritage after the release of the dreadful **Cyber Shinobi**. Fans of this series will be glad to know that this game follows the arcade game for closely, unlike the Genesis version of SD. It's not only fun to play, but is also graphically impressive. All of the characters are fairly large, and the animation is better than usual. The Ninja magic is back and it's one of the many highlights on this cart. When magic is called for, your character (Takashi) pauses and shouts out the type of magic with impressive voice synthesis. Another equally impressive highlight are the bonus rounds. One of them has you looking up at a building, ready to fire shunkens at descending bad guys. The other has you falling from the building, firing at bad guys who are trying to cross your path. Your faithful dog is ready to assist you as well - too bad he's not on-screen with you at all times, he appears only when attacking. If there is one problem with this game it is with the difficulty. One hit from a ninja and you lose a life. You get only three of these lives, making completion a seemingly impossible task. Fortunately, the graphics, gameplay, and overall presentation of **Shadow Dancer** will keep you coming back. It is a worthwhile purchase for SMS owners. - Edward Villalpando

BATTLE OUT-RUN

Sega, for Master System

Anyone out there want to be a bounty hunter? If so, **Battle Out-Run** will be your kind of game. This Chase HQ ripoff has you going after mob bosses all across the US of A, hoping for that big reward that awaits you when you turn him in. With this money, you can buy more cool parts for your ride. This, in turn, enables you to go after bigger game. Although Chase HQ was also made for the Master System, **Battle Out-Run** is the better game. The graphics are no better than fair, with most of the enemy cars appearing the same. The gameplay is the main attraction here. Car chasing, bashing, and crashing will keep your interest for awhile. A decent effort. - Edward Villalpando

CHASE HQ + S.C.I.

Taito, for Sega Saturn (Japan)

Retro is in. With more and more companies jumping onto the retro bandwagon, it's only fitting that Taito throw its hat into the mix. **Chase HQ** is one of my all-time favorite arcade games and looks to be in its exact arcade form here on the Saturn. **S.C.I.** is also a favorite of mine, involving both driving and shooting. The first thing you'll notice with this CD is the clear, bright colors. Great graphics are also present, with fast-moving sprites whizzing by. We hoped for this on the Master System and then again on the Genesis, but it appears only the 32-bit machine is up to the task. Trust me - it performs spectacularly. If you liked these games in the arcade, all of that excitement is finally available. Fans should keep an eye out for this import! - Edward Villalpando

SHINING FORCE II: THE SWORD OF HAJYA

Sega for Genesis

Treco introduced a "new style" of rpg when they released **Warsong** for the Genesis. Soon after Sega followed suit with **Shining Force**. This offshoot of the role playing genre never really caught on because Genesis rpg's were notorious for utilizing a slow interface, inhabiting monotonous game play, and for the most part they were inferior to their SNES counterparts, most notably the Square Soft. releases. The original **Shining Force** adopted a healthy combination of action, strategy and a

dose of traditional role playing elements. A thin but involving plot supported these attributes. One should not drastically alter a winning formula when creating a sequel. However, new elements and improvements should be included whenever possible to give the gamer a fresh experience even when one had experienced the original. That is the main problem with this sequel. A new cast of characters and backgrounds are introduced. Other than that, you are playing **Shining Force** all over again. The graphics style, the sounds, the combat system, the methods of conjuring up magic and the game play offer more of the same. Even if the Genesis was thriving this game would be vastly overpriced with its original \$70 price tag. At the current price of \$20 it's a good bargain but not for gamers who own and moderately enjoyed the original. - Kevin Oleniacz

RIVER RAID II

Activision for Atari 2600

River Raid II was released long after the celebrated original, during the time when the 2600 was rapidly approaching the twilight of its popularity. The revamped **River Raid** was never heartily welcomed into gamers' homes, and therefore, this highly anticipated sequel slipped into obscurity.

R.R. I was devised as a two-dimensional shooter with restricted movement. **R.R. II** is comparable to a 3-d flight simulator. Your goal is to take off from an aircraft carrier, seek and destroy your target, and return to the carrier. During your mission, combat enemy planes and helicopters with guided or straight shot missiles, or drop torpedoes on ground targets. Flying over gold planes over the ocean or gold buoys in the river replenishes fuel.

Anyone who expects this sequel to resemble the original will be in for a letdown. **R.R. II** can be compared to inferior 2600 releases such as M-Network's **Air Raiders** or Atari's **Radar Lock**. **River Raid II** displays some slightly enhanced graphics. Nevertheless it offers nothing new. Activision itself seemed to chum out 2600 titles without much enthusiasm, as I've only seen **River Raid II** manuals printed in black and white, and the designer profiles have been omitted unlike most of Activision's releases. - Kevin Oleniacz

PITFALL II: LOST CAVERNS

Activision for Atari 2600

Activision's **Pitfall!** is one of the most beloved classic video games. Adventures were a rare breed for gaming systems during the early '80's. The on-screen persona, Pitfall Harry, was just as famous as Nintendo's Mario or Sega's Sonic. David Crane, one of the more prolific early pioneers of programmable cartridges, topped the success of **Pitfall!** with **Pitfall II**. He had done an outstanding job of stretching the 2600's restricted memory to its limits. A plethora of action screens encompass the play field. A slew of creatures are obstacles placed in the way of Harry's path to success. The premise is to locate Rhonde, Quickclaw and the Raj diamond. There is no time limit so you're free to explore the various caverns. The many actions Harry has at his disposal include swimming, jumping, climbing ladders and riding balloons over deep chasms. Bonus points are awarded if Harry locates a rat and gold bars. **Pitfall!** placed Activision above and beyond all of the 2600's third party contractors. **Pitfall II** exposed the depths which can be

achieved by meticulous programming ability. Even after solving the game a few times there remains a tireless, involving challenge, that can be beaten "sooner" next time. Some of the graphics were borrowed from the original but they still shine. This is definitely one of the highest quality titles available for classic systems. - Kevin Oleniacz

SUPER MONACO GP II

Sega, For Genesis

In late 1990, Sega released **Super Monaco GP** for the Genesis. As you may know, this was the first true auto racing sim on that system (the first racing sim was **Super Hang-On**, but that's another review). In short, I loved the features of the original: selecting your team, customizing the controls, the fantastic graphics realistically displaying many different GP locales, season play... but two years later, Sega released the sequel. I had expected that this one would be vast improvement over the original, but boy was I mistaken. While it's nice that Sega offers commentary (text) on the various tracks along with some advice from pro Ayrton Senna in the sequel, the rest of the game sucks. The one example that defines the whole experience is the "new" sound of squealing tires that sounds like someone running their nails down a chalkboard. The folks at Sega should have allowed Senna to have more input to the gameplay! It was around this time in Sega history that I realized that most celebrities who lend their name to a Sega game "go down" with the bad game. Senna and this game were dead months after its release (although Sega had nothing to do with his demise, that was due to faulty equipment in his Williams Renault). Hey, it's just a theory, not a fact! Fact is, bad game. - Howie Hirsch

ANIMANIACS

Konami, for Genesis

Konami has taken Steven Spielberg's Bosko-like characters "The Warner Bros. & Sister" and placed them into this videogame. The story goes: after being locked away in the WB tower for 60 years, the **Animaniacs** escape and wreak havoc on the studio grounds. They suddenly get this brilliant idea to open what is called a "hip pop culture shop", however, they need to collect various items from movies in order to start their venture. This is where the player gets into the act (get it... into the act?) and help Yukko, Wakko, and Dot retrieve the items needed.

Of course, there will be pitfalls, too. In this case, pits, sharp objects, a countdown timer, and other **Animaniac** characters. Each character can perform a particular function, it is up to you to select the proper character depending on the situation. There are six stages that need to be completed. Of the six, the first four can be completed in any order. Each stage except stage 6 ends with the player receiving one of the items needed to open the shop.

As with most platform games, expert timing is the key to success. Blow it, and you lose a life. Lose all of your lives, and it's back to the tower for the **Animaniacs**. Fortunately, there are plenty of power-ups to keep things going. My complaint with the game is that the characters have no "voices". Perhaps I'm expecting too much, but the sound byte quality does not match up with the excellent graphics. Otherwise **Animaniacs** is a well-designed, challenging platformer. - Howie Hirsch

IRON SOLDIER II

Telegames, for Jaguar CD

The mech is back! Iron Soldier was one of the best Jaguar carts, now its sequel Iron Soldier II improves on the formula with better texture mapping, new enemies, a Saturn-quality full-motion video intro, and much more action on the whole. This is one of the toughest games I've played in quite awhile. It seems that since there are new enemies, Telegames added them in with the older ones still there! The action is unforgiving: kill or be killed. If you plan on getting anywhere in this game, you MUST have the Memory Track to save your progress. I have yet to get past the second set of missions even with many hours of play. Don't let that discourage you, though. This is a "must have" for Jaguar CD owners, Iron Soldier fans, or anyone thinking about picking up a cheap Jaguar with the CD add-on. — Edward Villalpando

SPACE INVADERS VIRTUAL COLLECTION

Taito, for Virtual Boy

Space Invaders on the Virtual Boy. Doesn't that sound like a cool concept? Think of the possibilities. 32-bit hardware, 16-bit sound, and 3D capabilities, and all programmed by the masters who designed the original — Taito. Well, I guess they weren't thinking about all of the possibilities. Though there are many variations on this cart including 2D and 3D modes, it's still the same old Space Invaders. The cart also includes Space Invaders Part II in both 2D and 3D modes, but its differences are minimal from the original. The 3D mode has a ¼ perspective with a moon or city background. While this may very well be the best part of the "enhancements", it still feels like the same old Space Invaders. Anyone who has the Super Game Boy version of SI already owns the BEST conversion of this classic title. — Edward Villalpando



collector's Guide Update
4.01

It takes a keen eye to find "new stuff" these days. Special thanks to the following fellas: Jayson Hill, Jerry Greiner, Dan Skelton, Phil Dispenza, Roloff de Jeu, Robert Kaiser, Fred Wagaman, Greg Hillegas for pointing some of them out to us!

ATARI 2600

TAIWAN E: A later-generation clone that is similar to Taiwan A box style, and the cartridges have matching artwork, but they're on longer, CommaVid style (Cosmic Swarm) casing. Example: Cracker Pot.

2600 FOREIGN GAME RELEASES

- ☐ Auto LawTaiwan B..... ④
aka Gunslinger
aka Outlaw
- ☐ Cracker Pot.....Taiwan E..... ④
aka Boom Bang (TV Boy)
aka Crackpots
- ☐ FootballTaiwan E..... ④
- ☐ Fortress Defense.....Taiwan E..... ④
- ☐ Free Way.....Taiwan A..... ④
- ☐ Laaser.....Taiwan B..... ④

Picture on the label has a chopper on it.

- ☐ Netmaker {E}.....StarSoft..... ⑤Ⓢ
aka AMIDAR
Previously listed only as a Rainbow Vision game.
- ☐ Pac-Man.....Taiwan E..... ④
aka Mr. Gobbler
- ☐ Reeveer Raad.....Taiwan B..... ④
- ☐ River Raid III.....Taiwan A..... ⑦
- ☐ Sea HouckTaiwan B..... ④
aka Sea Hawk
- ☐ Space Attack {E}.....Telegames..... ③
- ☐ Tonky KonTaiwan E..... ④
aka Donkey Kong
Label states "Donkey Kong" although the box does not. Box has same artwork as the cartridge, which is also the same artwork found on "Pac-Kong" by SS. Box is as a Taiwan A game, but cart is not.

2600 NON-CARTRIDGE ITEMS

- ☐ Le Stick.....Mercury..... ⑦
Tilt switch joystick.
- ☐ Quickshot (Joystick)Spectravideo..... ③
Similar to the Quickshot II but with a different base. It has an auto-fire switch on the base with on/off positions. #QS-115.

- ☐ **Quickshot I (Joystick)**Spectravideo..... ③
#318-102.
- ☐ **Quickshot II Turbo (Joystick)**Spectravideo..... ③
Has a switch on the base with three settings: auto-fire, manual fire, and CPC 464. #QS-111.
- ☐ **Quickshot II Plus (Joystick)**.....Spectravideo..... ③
#SVI-102.
- ☐ **Wico Command Control Joystick**.....Wico..... ③
The appeal to this "super three-way" joystick is the trio of interchangeable handles (the grip, the ball, and the bat) complete with their individual fire buttons. It was also available as a "bat only" product at one time.
- ☐ **Wico Command Control Trakball**Wico..... ③
#72-4545
- ☐ **Wico Joystick**Wico..... ③
Extra-long arcade-style bat handle grip. #15-9714.
- ☐ **Wico Joystick Deluxe**Wico..... ③
Extra-long arcade-style bat handle grip, deluxe oversize heavy duty plastic base that slopes toward the player. #15-9708.
- ☐ **Wico Joystick Extension Cord**.....Wico..... ⑤
6 feet in length: #15-1755, 12 feet in length: #15-1756.
- ☐ **Wico Famous Red Ball Joystick**.....Wico..... ③
Arcade type red ball handle. #15-9730.

COLECOVISION

- ☐ **Artillery Duel/Chuck Norris**Xonox..... ⑧
The rarest of all possible Xonox combinations, extremely limited production in NTSC format.
- ☐ **Robin Hood/Sir Lancelot**Xonox..... ⑧
The rarest of all possible Xonox combinations, extremely limited production in NTSC format.

FAIRCHILD CHANNEL F FOREIGN GAME RELEASES

- ☐ **Alien Invasion, C026**.....Nordmende ⑧
- ☐ **Backgammon/Acey-Deucey, C011**.....Nordmende ⑧
- ☐ **Backgammon/Acey-Deucey, C009**.....Saba (GER)..... ⑧
- ☐ **Baseball, C012**.....Nordmende ⑧
- ☐ **Baseball, C010**.....Saba (GER)..... ⑧
- ☐ **Bowling, C020**.....Nordmende ⑧
- ☐ **Checkers, C019**Nordmende ⑧ ☹
- ☐ **Chess, C020**.....Saba (GER)..... ⑧
- ☐ **Desert Fox, C002**Nordmende ⑧ ☹
- ☐ **Desert Fox, C002**Saba (GER)..... ⑧ ☹
- ☐ **Dodge-It, C016**Nordmende ⑧ ☹

- ☐ **Drag Race, C009**.....Nordmende..... ⑧ ☹
- ☐ **Drag Race, C007**Saba (GER)..... ⑧ ☹
- ☐ **Galactic Space Wars, C023**Nordmende..... ⑧
- ☐ **Hangman, C018**.....Nordmende..... ⑧ ☹
- ☐ **Magic Numbers, C008**Nordmende..... ⑧ ☹
- ☐ **Math Quiz I, C006**.....Nordmende..... ⑧ ☹
- ☐ **Math Quiz I, C006**.....Saba (GER)..... ⑧ ☹
- ☐ **Math Quiz II, C007**Nordmende..... ⑧ ☹
- ☐ **Maze/Cat and Mouse, C010**Nordmende..... ⑧
- ☐ **Maze/Cat and Mouse, C008**.....Saba (GER)..... ⑧
- ☐ **Memory Match, C015**.....Nordmende..... ⑧ ☹
- ☐ **Memory Match, C013**.....Saba (GER)..... ⑧ ☹
- ☐ **Pinball Challenge, C017**Nordmende..... ⑧ ☹
- ☐ **Pro Football, C024**.....Nordmende..... ⑧ ☹
- ☐ **Robot War, C013**Nordmende..... ⑧ ☹
- ☐ **Robot War, C011**Saba (GER)..... ⑧ ☹
- ☐ **Slot Machine, C022**.....Nordmende..... ⑧
- ☐ **Sonar Search, C014**.....Nordmende..... ⑧ ☹
- ☐ **Space War, C005**Nordmende..... ⑧ ☹
- ☐ **Space War, C005**Saba (GER)..... ⑧ ☹
- ☐ **Spitfire, C004**Nordmende..... ⑧ ☹
- ☐ **Spitfire, C004**Saba (GER)..... ⑧ ☹
- ☐ **Tic Tac Toe/Shooting Gallery/Doodle/
Quadradoodle, C001**Nordmende
- ☐ **Tic Tac Toe/Shooting Gallery/Doodle/
Quadradoodle, C001**.....Saba (GER)
- ☐ **Video Blackjack, C003**Nordmende..... ⑧
- ☐ **Video Blackjack, C003**Saba (GER)..... ⑧
- ☐ **Video Whizball, C020**Nordmende..... ⑧
- ☐ **Video Whizball, C014**Saba (GER)..... ⑧

MATTEL INTELLIVISION

- ☐ **Night Stalker**Sears..... ③
#4975236
- ☐ **Star Strike**Sears..... ③

ODYSSEY2 PROTOTYPES AND ONE-OF- A-KINDS

- ☐ **Odyssey3 Modem ModuleNAP 10**
A super-rare prototype. 300 baud.
- ☐ **Odyssey3 Modem Software Cartridge ..NAP 10**
For use with the prototype 300 baud modem module.
- ☐ **Odyssey3 Speech ModuleNAP 10**
A super-rare prototype.

ODYSSEY2 NON-CARTRIDGE ITEMS

- ☐ **Odyssey2 w/Odyssey3 ControllersNAP 8**
Very unusual item, possibly distributed as the last of the O2 lot.

SEGA MASTER SYSTEM NON-CARTRIDGE ITEMS

- ☐ **Beeshu SMS Ultimate Superstick.....Beeshu..... 5**

TURBOGRAFX-16 NON-CARTRIDGE ITEMS

- ☐ **Beeshu TG16 Ultimate Superstick.....Beeshu..... 5**
- ☐ **QuickShot JoystickQuickshot 5**
#QS-136.

VECTREX PROTOTYPES AND ONE-OF-A-KINDS

- ☐ **Mr. BostonUnknown..... 10**
Only one known copy, this game is similar to "Clean Sweep", but with altered graphics.

2600 RUMOR MILL

- ☐ **Star Wars: Game I.....Parker Bros..... n/a**
No more than box art has been found for the proposed series of Atari 2600 and Intellivision titles.
- ☐ **Star Wars: Game II.....Parker Bros..... n/a**
No more than box art has been found for the proposed series of Atari 2600 and Intellivision titles.

COLECOVISION RUMOR MILL

- ☐ **Treasure - In Search of the Golden HorseIntraVision n/a**
In 1984, a book and video were published by IntraVision by the same title. An American imitator of the wildly successful British contest "Masquerade," the object of "Treasure" was to decipher clues hidden in the book, video tape, video disc, and cable TV broadcast of the video segments. From those clues, a contestant could derive the burial site of a golden horse statue somewhere in the 48 continental United States. In the belly of the horse the winner would find a safe deposit box key for an annuity paying \$500,000.00 over 20 years. Though only the book, video, and laser disc would contain a full set of clues to find the horse, the company intended to release secondary items that would serve as confirmers and hints to solving the puzzle. One of the secondary products mentioned in contest materials was a

video game slated for ColecoVision. It is mentioned in the closing credits of the "Treasure" video, though nobody knows whether any actual work was ever done on the video game or any other secondary products, as none were ever released. The puzzle fizzled, then saw a brief revival of interest in 1988-89 as the deadline for the contest approached. Nobody solved the puzzle within the five-year limit, and the annuity was awarded to the national charity Big Brothers/Big Sisters. Two contestants found the burial location some six months after the contest closed. It is not known whether this endeavor has any relation to the currently-running computer CD-ROM contest with a similar name.

The CUBICOLOR GANG

RECENT TRADES UPDATE THE FOLLOWING:

#15: Clint Dyer
2007 Harrison Ave.
San Mateo, CA 94403

#34: Pam Coker
1311 W. Baseline Rd. #1061
Tempe, AZ 85283

#36: Greg Hillegas
6210 Woodman Ave.
Van Nuys, CA. 91401



(Continued from page 13)

wrong with placing an insane bid here and there even if it's not a game you'll ever play or care about, BUT at the same time, if don't have the extra cash to spend, let it go. An average number of 2600 titles that can be had at reasonable prices, even in auction, is probably around 300. Above that you start either getting lucky from time to time or you start paying some decent coin for it. Do you really need to try and get ALL of them? I've got news for you - it's not going to happen. Nobody will EVER have everything there is for the 2600.

Hold out for the luck if you don't have the bucks. Hey....I'm a poet!

One other thing I wanted to mention although I'm not sure if it will be mentioned elsewhere in this fine issue of DP, is the fact that John Dondzilla's new Vectrex game, "All Good Things", is now available! It consists of four new titles for the Vectrex on a single cartridge. The games are: Rockaroids which is an Asteroids clone, More Invaders which is a smoother running Space Invaders clone than John's previously-released Vector Vaders is, Vectris which is a Tetris clone, and Spike's Water Balloons which is Kaboom with the game characters from Spike. All in all the games are cool and John should be supported for his efforts. You can contact John for ordering information on the net at pcjohn@crisp.net or you can reach him via regular mail at: John Dondzilla 22 Harold St. Old Bridge, NJ 08857.

2600 FANS: Send \$1 for a sample issue of the 2600 Connection, the newsletter for Atari 2600 VCS fanatics. Send to: 8 Jenna Dr., Fairhaven, MA 02719-5123. email: tduarte@pictac.com, web: www.pictac.com/~tduarte.

COME VISIT THE COLLECTOR'S CONNECTION for your Atari, Colecovision, and Intellivision needs!!! Located in Northern NJ. at 236 Main St. Ridgefield Park, NJ 07660. 201-440-2898.

VIDEO GAMES: Buy, sell, and trade. ALL Systems. Send \$1.00 for a 40 page "newsletter" or send your list of games for sale or trade to receive a free catalog. Frank M. Polosky, PO Box 9542, Pgh, PA 15223.

WANTED: Japanese videogames, especially dedicateds and pre-Famicom systems. Especially want Sega SG-1000, Atari 2800, Bandai Kousokusen (Vectrex) and Epoch PokeKon (Pocket Computer). Also looking for European systems such as Binatone, Radofin, Palladium, Luxor, Saba, Creativision, etc etc. Russ Perry Jr, 5970 Scott St, Omro WI 54963-9413, 414-685-6187, slapdash@athenef.net.

FOR SALE: 2600 Mogul Maniac, no end label: \$8.00; 2600 Spiderdroid, sealed, box, inst: \$8.00; 2600 Suicide Mission, Cassette, box, inst: \$6.00; 2600 Racquetball: \$5.00; 2600 Bridge, inst: \$5.00; 2600 Blueprint: \$5.00; 2600 Revenge/Beefsteak Tomatoes: \$5.00; 2600 Solaris, inst: \$4.00; 2600 Congo Bongo: \$4.00; 5200 Dreadnaught Factor: \$6.00; 5200 Congo Bongo: \$5.00; 7800 Double Dragon, box, inst: \$8.00; 7800 Super Huey, box, inst: \$8.00; CLCO War Room: \$9.00; GEN NHL '95, box, inst: \$15.00; IBCD 7th Guest, sealed, box, inst: \$20.00; IBCD Playboy Screen Saver, Mature version, inst: \$12.00; IBM Sound Blaster Pro w/ Speakers, box, inst: \$30.00; INTV Blockade Runner: \$7.00; INTV Beauty & the Beast, box, inst: \$5.00; ODY2 Quest for the Rings, some pieces missing, box, inst: \$15.00; SNES Mortal Kombat II, sealed, box, inst: \$15.00; TG16 Splatterhouse, sealed, box, inst: \$7.00; TG16 Final Lap Twin, inst: \$5.00; VECT Armor Attack, box, inst: \$12.00.

WANTED: Turbografx-16 Magical Chase. Joe Santulli, 44 Hunter Place, Pompton Lakes, NJ 07442.

FANZINE: Game Collecting News is a new fanzine publication that covers all aspects of game collecting. Send a \$1 for a sample

Classified Section

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issue. Write to: Shawn Surnick, 25 Truman Court, Boyertown, PA. 19512. You can also e-mail any comments to: SSurnick@aol.com.

WANTED: I'm looking for a cheap Playstation or Saturn. Must have games, instruction manuals and boxes are good but no required. Also, I'm looking for an Intellivision, no games, just it and all the hookups. I have some 2600 games and accessories, NES, SNES, Genesis and PONG systems I will trade. Or I might consider buying if it's cheap. Thanks. Thomas A. Davies ddavies@mars.ark.com RR2 Site 218, C18 Courtenay, B.C V9N 5M9 Canada

WANTED: If anyone has any Atari 7800 controllers (not necessarily new in package, but in good, clean, working condition) or any games they want to sell (2600 & 7800), please contact me at: Kaycee77@aol.com I'm thinking about fixing the system up for my use and for a little bit of nostalgia collecting. Thank you.

FOR SALE: 2 Gameboys (old version & GB pocket) with 36 games. Games include, All Final Fantasy games (FF Adventure, FF Legend 1, 2, & 3). Also includes many other RPG style games, Great Greed, Zelda, Sword of Hope, Rolands Curse 1 & 2. Plus all the rest. Just e-mail me for a list of all the rest of the games and your bid for this package. CoghlánMan@aol.com

FOR SALE: Atari 2600 carts, some uncommons, (would like to sell these in bulk quanti-

ties); Atari 5200, 7800, & Atari computer carts + 8-bit Sega carts. I'm selling off my Colecovision collection, some rares & many uncommons. I also have a variety of misc hardware & consoles. **WANTED:** Certain Atari 5200 carts, overlays & instruction manuals. Please e-mail for a list, Dave Rucker slimerfrog@worldnet.att.net

FOR SALE OR TRADE: all with original jewel case and manual: Kunio's Soccer (JP), HuCard, sports; Valis IV Fantasm Soldier (JP), SuperCD, action-platform; Browning (JP), SuperCD, mecha-fighting-action; Road Spirits (JP), CD, driving; Efera & Jiliora (JP), CD, RPG-action; Fatal Fury II (JP), ACD, fighting; Jack Nicklaus Golf (US), CD, sports; Gunboat (US), HuCard, warboat simulation. Email: scraft@nothinbut.net

WANTED: Looking for Atari Lynx games, Virtual Boy games: 3D Tetris; Waterworld; and all Import Japanese releases. Also looking for a Turbo Express portable video game system and any games. mhurley@callisto.uwinnipeg.ca

FOR SALE: Starpath Supercharger for the Atari 2600, comes with 1 tape which has games 1 to 7 recorded on it in both fast and slow load versions. I do not have any instructions for the games or supercharger. Selling for \$25.00 which includes UPS shipping within the US. contact Mike at: mike100@erols.com

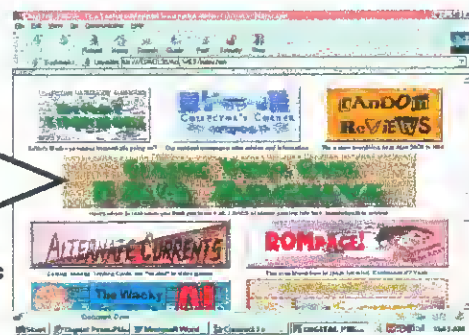
WANTED: An Atari any generation with all the accessories for under \$25. Email: jpierce@206.30.216.2 (John Pierce)

WANTED: TRACK & FIELD for Atari 2600, Atari 8-bit, and Commodore 64 (prefer with instruction booklets, but not absolutely necessary). ATARI AGE newsletters. Instruction booklets for: Intellivision FATHOM, Atari 5200 POPEYE & Q-BERT, Odyssey 2 ATLANTIS & DEMON ATTACK, and need lots of TI99/4A. Vectrex: BEDLAM, HEADS UP SOCCER, POLE POSITION, SPINBALL, complete. Send an e-mail for my large trade list. mjbeau@net-link.net

WANTED: I need the following game systems: SMS 2, Sega CDX, TG-CD, Odyssey 2000, and APF-M1000. Want box, instructions, and all hook ups for SMS 2, Sega CDX, TG-CD. Would like box and instructions for Odyssey 2000 and APF-M1000 but not necessary but need all hook ups. Email: Doopdoops@AOL.com

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The CLASSIC VIDEO GAME FAQ ARCHIVE has books worth of documents about your favorite games and systems!





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NOTE-WORTHY

End of (Another) Era

Recently received by thousands of gamers:

"We regret to inform you that VideoGames ceased publication with the September 1996 issue. However, we are pleased to announce that the balance of your subscription will be fulfilled by Electronic Gaming Monthly. You should receive your first issue shortly. If you're already a subscriber to Electronic Gaming Monthly, your subscription will automatically be extended for the balance of your Video Games subscription. We're sad to announce the passing of Video Games, but we're certain you'll be satisfied with Electronic Gaming Monthly".

Another one bites the dust. VG was pretty decent. They mentioned Digital Press on a few occasions. They were originally called Video Games & Computer Entertainment.

Alligator People

Recently received via E-mail:

For your information, I purchased the only known copy of Alligator People for the 2600 from Marlin Bates a few weeks ago. He included a signed letter of authenticity with it. It is highly

unlikely that I would ever sell it, but if I ever did, I would include that letter, along with a letter of my own to maintain its authenticity. Please put it in your next issue or wherever so that we can keep an accurate record of a cartridge as rare as this.

Thanks, James Manazer

So yet another proposed prototype rears its head. I had the opportunity to play this game and it seems pretty complete. It reminds me a little bit of Pitfall, as it has many very similar looking screens that DO lead somewhere, but your character can shoot the baddies. There doesn't appear to be any scoring and without the instructions the goal is obscure at best.

Emulator Mania Continues

Recently received through the Usenet:

The amazing DASCARD emulator will (when released) enable you to play more than 48 classic arcade games on your PC.

The massive list of supported games will include : Amidar (US and Jap versions) , Asteroids, Bagman, .BluePrint , BombJack , Bubble Bobble, Centipede, Discs of Tron , Crazy Kong , Domino Man, Donkey Kong , Donkey Kong Jr, Donkey Kong III , Frogger, Galaga , Galaxian (and variants : Galaxian Part-X and Super Galaxian), Gauntlet , Gun Smoke , Lady Bug , Liberator , Mappy, Millipede , Missile Command , Moon Cresta, Mr Do Run Run , Mr Do's Castle , Mr Do's Wild Ride, Ms Pac Man ; , Nemesis, Pacman (and variants : PuckMan and HangleMan) ; , Pacman Jr , Phoenix , Pisces , Pleiades, Rally X, Rush an' Attack , Satan's Hollow, Scramble, Space Invaders (and variants : Space Attack II and Super Earth Invasion) , Spy Hunter ; , Starforce , Super Cobra , The End , Tron, Tutankham , Vanguard , Vulcan Venture , War of the Bugs, and others !! You can get an update to the status of this emulator on the Internet at <http://members.iglou.com/jbjr/>